

ISSUE NO.
280
JUNE
JUL/AUG PRE-ORDER



GAME TRADE MAGAZINE



IN THIS ISSUE:

- SET SAIL FOR ADVENTURE WITH ROLL FOR COMBAT'S *JEWEL OF THE INDIGO ISLES ADVENTURE PATH!*
- CAN YOU SURVIVE AGAINST THE SLAUGHTER FAMILY IN THE *TEXAS CHAINSAW MASSACRE* FROM TRICK OR TREAT STUDIOS?



ASCENDING EMPIRES

ZENITH EDITION



Ascending Empires: Zenith Edition updates and expands the acclaimed game of flicking Starships to distant planets, discovering ancient relics, building cities and starbases, and developing new technologies. It mixes strategic empire building with fast and fun gameplay!

This new edition upgrades the starfield game board to neoprene mats and includes over 100 highly detailed plastic miniatures for most of the game pieces

New Era rules adds, among other things, Starbases and specialty ships, as well as the ability to start each game with randomized modular technology

trees creating thousands of combinations to develop.

Finally, several new modules can be added to alter the game in various ways:

- Discovery Tokens grant players access to powerful relics and add game-altering Events when exploring planets.
- Mission Cards provide optional objectives for players to complete.
- Players can construct and control powerful Mega-Structures.
- Play a fully cooperative or solo game against the ruthless Guardians who protect the Relics and Planets that once belonged to Alien Empires millions of years ago.



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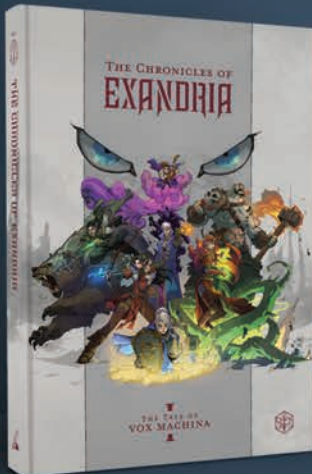


Ascending Empires: Zenith Edition
SKU: 87571 MSRP: \$139.99

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www.wizkids.com

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**The Chronicles of
Exandria Volume I:
The Tale of Vox Machina**

A refreshed reprint of the popular and out-of-print art book featuring artwork from Critical Role's first campaign by beloved Critter artists.

MSRP: \$59.99



Till the Last Gasp

A 2-player storytelling game of dramatic duels! Unleash emotion-fueled and cinematic confrontations using the included characters, maps, and scenarios, or create your own!

MSRP: \$39.99



**Tal'Dorei Campaign
Setting Reborn**

The definitive 5th edition sourcebook for bringing the locations, people, creatures, and character options of Critical Role's Tal'Dorei continent to roleplaying games everywhere.

MSRP: \$49.99

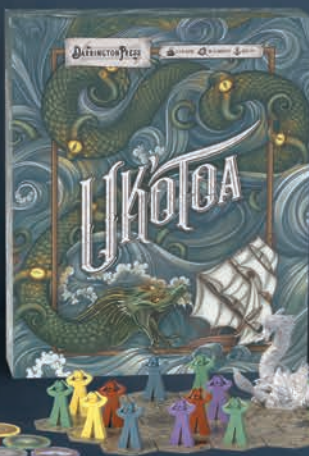


Queen by Midnight

Which Princess will be crowned Queen by Midnight in this deck-building card game of guile, deception, and brawn?

MSRP: \$69.99

COMING SOON!



Uk'otoa

A fast-paced board game of thrilling nautical adventure from the world of Critical Role. Use semi-cooperative card play to be the last sailor standing as Uk'otoa destroys your ship!



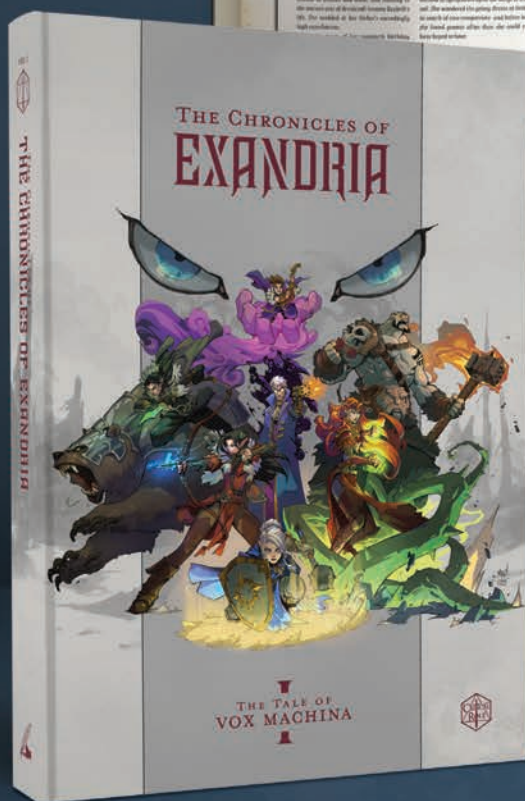
MSRP: \$29.99



The Chronicles of Exandria Volume I: The Tale of Vox Machina

MSRP: \$59.99

Art book filled with Vox Machina artwork by international Critter artists – long out of print and in-demand, now reprinted by Darrington Press!



darringtonpress.com



QUEEN BY MIDNIGHT



COMING
AUGUST 2023!

Which Princess will be crowned Queen by Midnight
in this battle-royale deck-building card game of
guile, deception, and brawn?

ROTATING CLOCK
DICE TOWER



COVER STORY



HeroClix Iconix

HeroClix as you've never seen them before! Relive classic comic moments or modern-day memes with the all-new Iconix line!

by WizKids/NECA

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Jewel of the Indigo Isles

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by Mark Seifter

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Scott Rogers (*Alien: Fate of the Nostromo*) takes us behind the scenes of his process for designing the latest release from Trick or Treat Studios.

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OAK & IRON



PAINTING
HAPPY LIL
MINIS

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GTM
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MAGNA-ARMOR ENGAGED!

Magnets are the future and the future is now! Remember the olden days, when to really protect a card you had to screw two slabs of plastic together? No longer! Now you can have instant card protection at the tip of your fingers with new Magna-Armor cardholders from Ironguard Supplies. Give the special treatment to that card you've always treasured, protecting it from dings, dents and the burning rays of the sun at the click of a magnet. And remember that taking it out is as easy as putting it in, meaning you can still use it to lay the smack down on an opponent. Enjoy the future of collecting!



See the full line at ironguardsupplies.com

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Reviewed by Eric Steiger

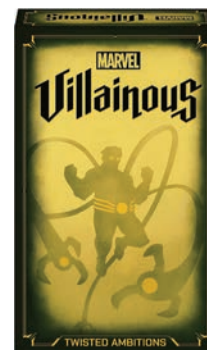
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86

SEARCH THE SKIES OR THE LANDS BELOW!



The Search for Planet X

- Players take on the role of astronomers, participating in this real scientific investigation.
- Use the app results and the logic rules to find objects, publish theories, and deduce where Planet X must be!
- Created for 1-4 astronomers, ages 13+, to discover in 60-75 min.

RGS02079

\$45

Available Now!



The Search for Lost Species

- Locate the Lost Species and report correct sightings of other animals on its island habitat.
- Move about the island searching and using the free companion app for clues and information.
- Created for 1-4 naturalists, ages 13+, to discover in 60-75 min.

RGS02468

\$45

Coming Soon!



Greetings Dear Readers!

Welcome to your June edition of *Game Trade Magazine*. We're kicking off this year's show season with quite an issue, so let's get to it!

WizKids brings pivotal comic book moments and modern-day memes to the tabletop as never before, with the all-new line of *HeroClix Iconix*! This deluxe line of characters sports new dials and fan-worthy sculpts, and be sure to check out the exclusive preview of the Thanos "SNAP!" figure in this month's article!

Speaking of iconic moments, we take a behind-the-scenes look at Trick or Treat Studios' *The Texas Chainsaw Massacre* with designer Scott Rogers (the man who also designed Ravensburger's *ALIEN: Fate of the Nostromo*; if you haven't tried it, you should!) Scott explains the challenges of designing horror for the tabletop, as well as details of some of the more —shall we say— *interesting* design decisions for the game. We'll let you read on to learn more.

Of course, if you prefer your tabletop experience to be a bit less massacre-y, you should definitely grab a copy of the *Jewel of the Indigo Isles* adventure path from Roll for Combat. This all-new series of adventures is available in both *Pathfinder* second edition as well as 5e formats, and is just the thing if your RPG group enjoys sailing the high seas seeking grand adventures.

Our friends at Roll for Combat even provided some fantastic preview pages in this issue that we know you're just going to love!

And speaking of RPGs, Evil Genius Games takes us to the land of malevolent kaiju and heroic Jaegers in the latest release for their *Ordinary Heroes* line, *Pacific Rim*. If giant robot battles are your bag, then this resource has got you covered.

In parting, I'd like to say that we look forward to seeing many of you at summer shows like Gen Con! Until then, be sure to keep gathering around the tabletop with family and friends, and great games!

In that spirit, I'd like to wish a very happy birthday to a sometimes-nemesis, sometimes-partner-in-crime: my sister — without whom many an adventure would not have been the same — happy birthday sis!

Game on,
-JG



PUBLISHER

Alliance Game Distributors

EDITOR/ADVERTISING MANAGER

Jerome Gonyeau

PRODUCTION MANAGER

Matt Barham

PAGEMASTER

Katie Skinner

Submissions should be sent to Jerome Gonyeau
jlg@alliance-games.com

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GTM

10150 York Rd, Cockeysville, MD 21030
GTM@GameTradeMagazine.com

WWW.GAMETRADEMAGAZINE.COM

Call for advertising Info: 410.415.9231

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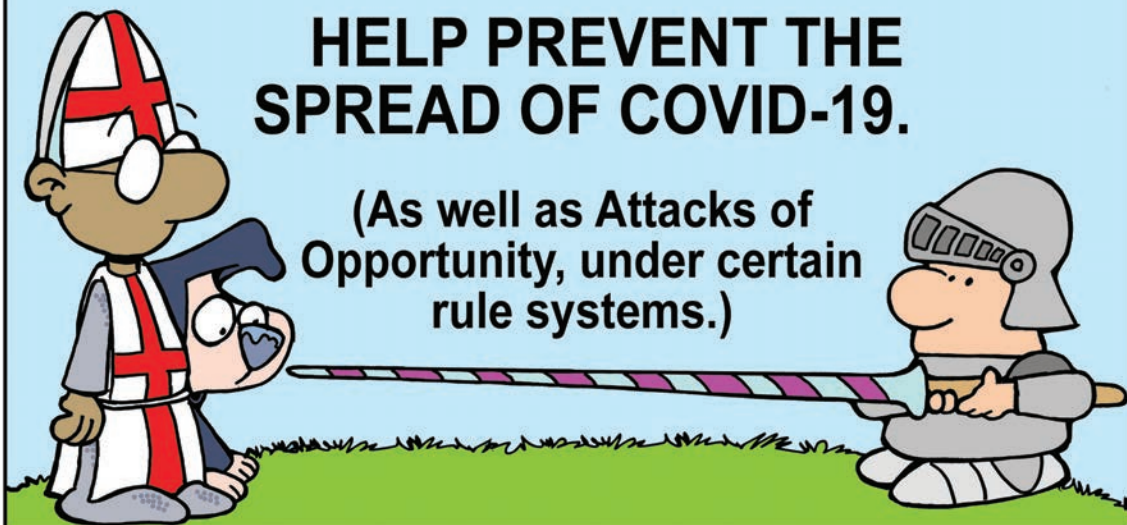
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Please maintain a 6 ft. distance between yourself and others.

HELP PREVENT THE SPREAD OF COVID-19.

(As well as Attacks of Opportunity, under certain rule systems.)



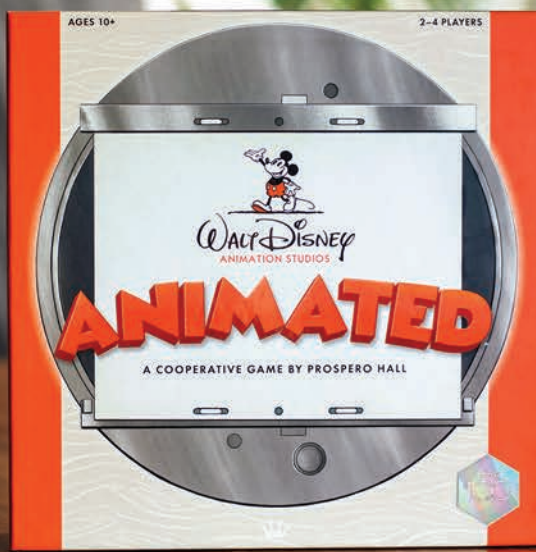
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Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or May.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first issue*, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine**...

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

FROM THE EDITOR/FOREWORD: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

COVER STORY: Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

FEATURES: Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

SPOTLIGHTS: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

PREVIEWS: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



DESIGNER DIARIES: These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

REVIEWS: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.

EXCLUSIVES: While virtually ALL of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

GAMES SECTION: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

SPOTLIGHT ON

MY CITY
My City is a unique, family-oriented legacy gaming experience that is played in relatively short episodes. The game consists of 24 different episodes beginning with the development of a city in its early preindustrial stages and progressing through industrialization. Players choose and actions made during one session of gameplay carry over into the next session, creating a personalized gaming experience. For players who do not want to experience My City as a legacy game, a double-sided game board offers an alternate setup for repeatable play. Scheduled to ship in October 2020.
TAC 691486.....\$34.95

ULTRA PRO

AMY BROWN
Scheduled to ship in July 2020.

AUTUMN STROLL PLAYMAT
UPI 15550.....\$14.95

BOTTOM OF THE GARDEN STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15525.....\$14.95

MORGAN LE FET PLAYMAT
UPI 15526.....\$14.95

MYSTIQUE STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15549.....\$14.95

PASSAGE TO AUTUMN PLAYMAT
UPI 15530.....\$14.95

QUEEN MAB STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15527.....\$14.95

SISTERS STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15526.....\$14.95

WHERE THE WIND TAKES YOU PLAYMAT
UPI 15527.....\$14.95

USAOPOLY

SPOTLIGHT ON

CODED CHRONICLES: THE SHINING - ESCAPE FROM THE OVERLOOK HOTEL
In The Shining, Escape from the Overlook Hotel, take on the roles of Wendy and Danny and work together to search for a way out. Scheduled to ship in September 2020.
USO 68010720.....\$14.95

DRAGON BALL Z: COLLECTOR'S CHESS SET
The Dragon Ball Z Chess Set is a must-have collectors item for fans and strategy gamers alike, featuring 18 custom-sculpted, full-color loads of characters from the popular anime franchise. Scheduled to ship in September 2020.
USO CH113449.....\$14.95

MONOPOLY: ELF
Fans of the classic holiday film Elf will be tickled pink as they travel down memory lane in this re-imagined version of Monopoly. Scheduled to ship in September 2020.
USO HND0595.....\$14.95

RISING: THE BATMAN WHO LAUGHS
Next in the cooperative Rising series, The Batman Who Laughs Rising, players must work together and roll dice to reveal key heroes and allies to fight back against a host of villains, concluding with a showdown against the Batman Who Laughs. Scheduled to ship in September 2020.
USO DC0210103.....\$14.95

SPOT IT!: SPONGEBOB
Get ready for an underwater adventure with Spot It! SpongeBob. Scheduled to ship in September 2020.
USO 9096712.....\$14.95

SPOT IT!: RUDOLPH
Get ready for a magical winter wonderland with Rudolph Spot It. Scheduled to ship in September 2020.
USO 91033069.....\$14.95

WIZARDS OF THE COAST

FEATURED ITEM

MAGIC THE GATHERING
MAGIC THE GATHERING CCG: ARENA STATER KIT
WOC C7512000.....\$14.95

WIZKIDS/NECA

SPOTLIGHT ON

DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS - SAPPHIRE DRAGON PREMIUM FIGURE
Over 160mm tall, this miniature is based on the all-new art for the Sapphire Dragon, released by Wizards of the Coast for their 45th anniversary. Scheduled to ship in July 2020.
WZK 96019.....\$69.99

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR BOOSTER BRICK
The Fantastic Four return to HeroClix for an unforgettable 5-figure booster released The Thing, the Human Torch, the Invisible Woman and Mister Fantastic team up with some of their well-known allies to take on some of their greatest foes including Dr. Doom, the Fearful Four, and the shape-shifting Skrulls. The wide selection of characters and keywords to build with will provide something for every HeroClix player and collector. Scheduled to ship in July 2020.
WZK 84752.....\$129.90

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR DICE AND TOKEN PACK
This Dice and Token Pack contains 2 custom dice featuring a special Fantastic Four icon to celebrate the release of the Marvel HeroClix Fantastic Four! The 6 action tokens will also feature bystanders on the back to use with characters that generate bystanders in the Booster Set Dice and Token Packs are a great way to enhance your HeroClix experience! Scheduled to ship in July 2020.
WZK 84755.....\$9.99

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR FAST FORCES
Black Panther, Ghost Rider, Hulk, She-Hulk, Spider-Man and Wolverine form the New Fantastic Four in this Fast Forces pack to accompany the Booster Brick. Fast Forces are a great way for players to create a new thematic team right out of the box! Scheduled to ship in July 2020.
WZK 84753.....\$16.99

SUPER-SKILL PINBALL: 4-CADE
Super-Skill Pinball 4-Cade brings the arcade classic to the tabletop with art, structures, and roll & write mechanics from acclaimed designer Geoff Engelen. Choose one of the four unique tables and matching backdrops for some playing! You'll select one of the two dice results, and move your pinball to a bumper, spinner, or target one level below with a matching number. Play well and you'll unlock bonuses like multi-ball, score multipliers, and more to help you get the high score! Scheduled to ship in September 2020.
WZK 87520.....\$24.99

And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



FEATURED ITEM

FEATURED ITEM: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

OFFERED AGAIN

OFFERED AGAIN: These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

SPOTLIGHT ON



SPOTLIGHT ON: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

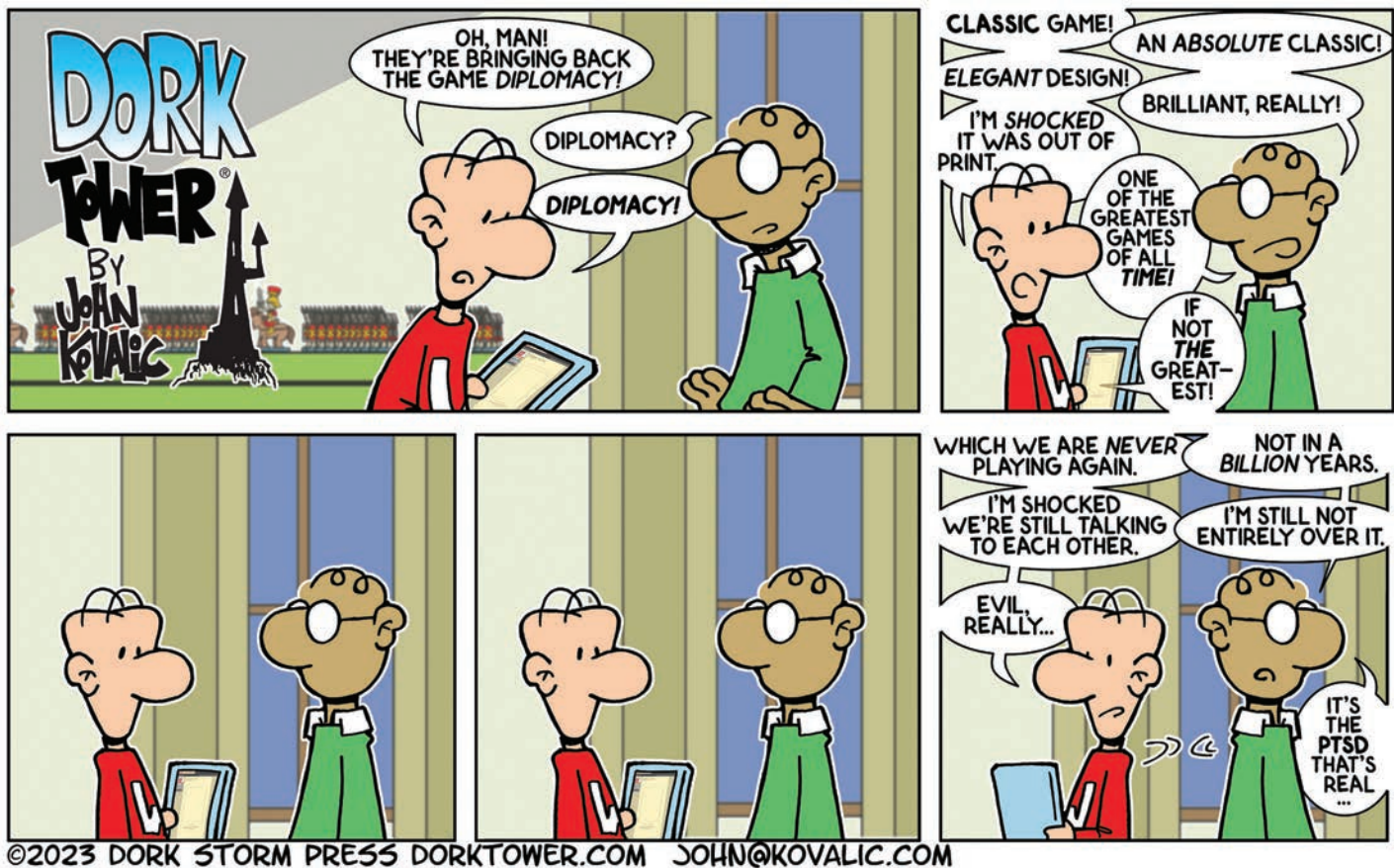
PI OR PLEASE INQUIRE: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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CAT35690:
Alpha Strike Box Set



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SNAP



HEROCLIX ICONIX



MARVEL HEROCLIX: ICONIX - SPIDER-MAN DOUBLE IDENTITY

WZK 84848 \$19.99 | Available Now!

MARVEL HEROCLIX: ICONIX - THANOS SNAP!

WZK 84892 \$19.99 | Available Now!

MARVEL HEROCLIX: ICONIX - CAPTIVE HEARTS WOLVERINE

WZK 84843 \$19.99 | Available Now!

We were thrilled with the enthusiastic response to the all-new imprint for the HeroClix miniatures game, *HeroClix Iconix*. *HeroClix Iconix* is a new series of pre-painted miniatures designed to translate iconic moments and characters into premium collectibles that can also fully integrate with the *HeroClix* miniatures game.

Featuring iconic stories, characters, and cultural moments from the universes of heroes and villains, the WizKids team has conceived *HeroClix Iconix* to create appealing non-blind figure assortments for new and existing minis collectors. Luckily, we have many more *Iconix* releases lined up for eager fans!

HeroClix Iconix products feature gatefold, display-friendly packaging that allows collectors to showcase their minis and the characters and stories that they love. All *HeroClix Iconix* minis will have full gameplay, including premium character cards. The HeroClix team recognizes that there are two different, overlapping audiences for the product, those who love collecting and displaying their minis and those that love the depth-of-strategy of the minis game.



Spider-Man Double Identity was the first-ever *Marvel HeroClix Iconix* release. Made specifically for the collector, *Iconix* captures the moments that you love from the comics universe and brings them to your game shelf, play table, or *HeroClix* collection. This *Iconix* release brings to life a beloved scene from the "Double Identity" episode of the 1960s *Spider-Man* cartoon that has found a second life spreading virally around the comic and online communities becoming a culturally iconic Spidey scene!



Captive Hearts Wolverine, which releases this month, is a snapshot from *X-Men: The Animated Series* has inspired countless memes and riffs on Wolverine's low moment. This single-figure set features Wolverine reclining on an oblong "peanut" base, staring longingly at a framed photo of Jean Grey (Phoenix) and Scott Summers (Cyclops) as he recovers from his battle wounds.

Finally, this special preview of the upcoming *Thanos Snap!* shows the man, the myth, the legend himself with gauntlets raised! Everyone remembers where they were when Thanos snapped the Infinity Gauntlet and wiped out half of all living beings in the universe. Now you can capture that moment in mini form on your desk, shelf, or on the battlefield!

The relatively small footprint and large cross-market appeal of *HeroClix Iconix* makes them the perfect entry point for any retail establishment that is not accustomed to carrying *HeroClix* products in their other forms, such as booster bricks or starter sets.

HeroClix Iconix products will range from single figure packs to 8+ figures. The range in figures represents the ability to accurately represent exactly what fans crave from cultural superhero and villain moments. All miniatures will be playable in "Modern format" *HeroClix* events. Players can rest assured that collectability and competitive viability are being carefully balanced for each product.

Specialty game and comics retailers will be the first place you can buy *HeroClix Iconix*! WizKids will give brick-and-

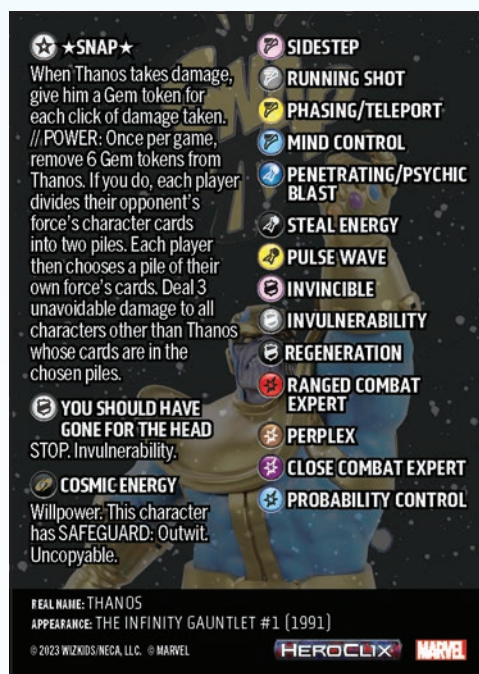


mortar stores the majority of product and a first-to-market sales window. After the first-to-market window, a limited quantity will be offered via shop.wizkids.com and at conventions. For the first launch of *Spider-Man Double Identity*, there was a limited direct-to-consumer online fan pre-sale that will be fulfilled approximately one month after retailers have received their stock. Successive releases will be launched in a similar manner, however there will be some sets that are entirely exclusive to retailers. These will not be available through any other sales channels.

Beginning in early 2023, most months will include a *HeroClix Iconix* release. WizKids will provide sales information approximately six months prior to most releases. Display box dimensions vary by figure count. *HeroClix Iconix* products will not be reprinted. Primarily, this will be a store-driven product. Retailers will get a first-to-market exclusive window with the product. Additionally, these products will be built for display and are closer in execution to the wants of an action figure or toy collector, especially from a packaging standpoint. It's like getting an entire wave of action figures all in one box.

Ideally, retailers will have the opportunity to restock before product is available in limited quantities online. We're hopeful that with the benefit of early store pre-order information that we will begin to more accurately project demand out for upcoming releases. We will consider print-to-order solutions, but our hope is to drive more *HeroClix* players into stores where retailers can provide them the best experience, including Organized Play, game demos, and product-related events.

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JEWEL OF THE INDIGO ISLES

Set Sail for Adventure

ROLL FOR COMBAT

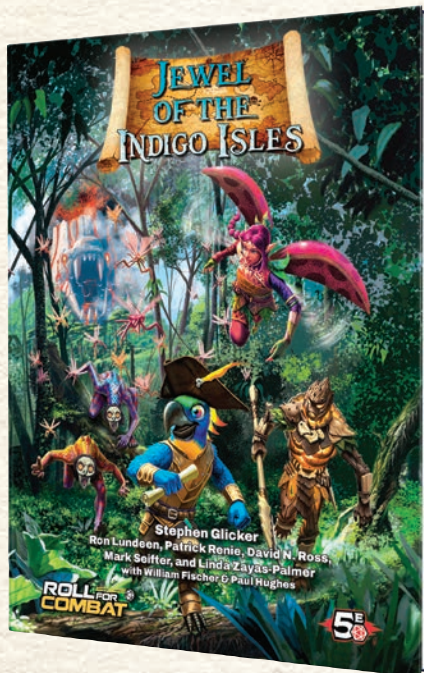
BATTLEZOO: JEWEL OF THE INDIGO ISLES (PATHFINDER 2E)
RFC 23040 \$79.99 | Available August 2023!

BATTLEZOO: JEWEL OF THE INDIGO ISLES (5E)
RFC 23041 \$79.99 | Available August 2023!

Jewel of the Indigo Isles is an epic three-part adventure for both *5th Edition* and *Pathfinder 2nd Edition* packed into one massive volume. Inside, you'll find a colorful cast of pirates, scoundrels, queens, and heroes, all with hundreds of gorgeous full-color illustrations. The adventure begins with the heroes hunting for an ancient pirate treasure map belonging to the city's legendary founder. Poppy van Barnacle. The hunt for the map leads through numerous twists and turns and culminates in an action-packed finale with bigger battles, higher stakes, and the fate of the entire Indigo Isles at stake!

Of all the adventures for *5th Edition* and *Pathfinder 2nd Edition*, *Jewel of the Indigo Isles* stands out because of the attention to detail and interconnectivity throughout the adventure brought to you by industry veteran adventure authors and developers Patrick Renie, Ron Lundeen, and Linda Zayas-Palmer. Throughout the adventure, *Jewel of the Indigo Isles* takes into account multiple approaches and outcomes, including the possibility of failing forward if the heroes are vanquished at different points along the way. GMs don't need to worry about derailing the campaign with unexpected setbacks in the middle of the campaign, as our approach provides detailed rules on how to handle nearly any situation! Plus, we added six unique backgrounds allowing the heroes to tie themselves directly into the story, with special payoffs that occur along the way for each background so that as the ongoing adventure's overall story unfolds, so does each hero's personal story.

In addition, players will always be surprised throughout the adventure as none of the opponents are standard beasts found in



mainstream bestiaries or monster manuals. Instead, every encounter in *Jewel of the Indigo Isles* is a new surprise that requires the heroes to learn as they go along, with multi-stage battles, large-scale assaults, dynamic chases, environmental effects, and more! This adventure also fully supports the *Battlezoo Bestiary* monster parts system, allowing the heroes to effortlessly craft new magic items out of the parts of monsters they overcome while also providing options for running the game using only the standard loot rules.





As for the setting itself, the titular setting for *Jewel of the Indigo Isles* is a small island chain that can be inserted into just about any fantasy setting, though it also has hints of its own setting. Rather than being filled with familiar ancestries like humans, elves, and dwarves, the Indigo Isles are home to brand-new, never-before-seen ancestries and races. Players will find parrot-like g'mayun who love to party, while the porcine orpok work hard, play hard, and have a vibrant food culture, while the warrior-hardrigger will give any Klingon-loving fans an exciting race to play! All in all, there are seven new ancestries and heritages that make up the majority of the inhabitants of the Isles... and that's not taking into account the brand-new wild dragons who live side by side with other ancestries!



To help bring the setting to life, *Jewel of the Indigo Isles* includes two lengthy gazetteers detailing the major settlements in the Isles. The first is Rumplank, a raucous, festive, rough, and tumble city that has come to be the largest and most influential in the Indigo Isles and is where the story begins. The second is Seaview, a city populated mostly by orpok with a thriving food scene, which plays an important role in the second adventure. Both Rumplank and Seaview come to life in the words of their inhabitants, complete with details, plot hooks, maps, and a host of assorted characters to use in-game and can easily be ported into any other home game.

ADVENTURE SYNOPSIS:

Jewel of the Indigo Isles is an adventure path in three acts. The characters begin with a quest from the Redeathers, the royal family of the city of Rumplank, to unite two halves of a magic map to discover a treasure left behind by the legendary pirate Poppy von Barnacle, but over the course of the adventure, they discover the truth behind Poppy's legacy. After exploring several other islands in the archipelago and even an underwater temple, the characters find and unite four pieces of an ancient jewel, only to lose the jewel to the resurrected demon cult that Poppy had defeated long ago during a grand festival. After chasing down the cult and discovering their plan to conquer the Isles, the characters outrun the cult back to Rumplank. There they put up a desperate defense against the besieging forces before eventually dueling the demon lord's emissary atop the head of a mighty undead behemoth.

Key Takeaways about *Jewel of the Indigo Isles*:

- An epic adventure for 5th Edition and Pathfinder 2nd Edition
- Set in an island chain with several brand new ancestries and heritages to explore
- Six new backgrounds for players to select to tie them into the adventure, each with its distinctive complications and fates
- Two lengthy gazetteers with maps, artwork, and lore on major settlements found in the Isles
- Lavishly illustrated with a plethora of full-color art throughout the book
- Every monster is either unique for the adventure or from the *Battlezoo Bestiary*
- Full optional support for crafting items using the Monster Parts System

...

Mark Seifter has been the design lead on over 100 Tabletop RPG game titles and worked on even more for various companies in the Tabletop RPG industry, including Paizo. Some of his credits as primary design lead include *Pathfinder 2nd Edition Gamemastery Guide* and *Pathfinder 2nd Edition Advanced Player's Guide*, and he was one of the four leads on the creation of *Pathfinder Second Edition*. You can check out Mark's Twitch stream, Arcane Mark, with Linda Zayas-Palmer at twitch.tv/arcanemark.



OKORKI hills

bling ravine

Western misty river

Isle of flowers

Eastern misty river

claw quarter

barrel square

ROSEWATER

ROSEWATER

oversail
isle

Old Rumplank

Drunken wall

jungle outlands

beakbluster hills

Barnacle Bay

canary cliffs

emerald beach

leotin's lagoon

twin talons



Elevation
100ft
intervals



Zanaya's Guide to Rumplank

Zanaya here, local expert on all sorts of topics. I've been putting together this guide to Rumplank over the past few months to help folks learn more about our great city. Let me tell you all about the people and places you'll find... but first, a little context! Elsewhere in the Indigo Isles, it's said that Rumplank is paradise made real. Yet it's also said that you're better off with a hook in one eye than to believe a pirate, and that Rumplank is nothing if not full of pirates, so many dismiss out of hand the stories of Rumplank's golden beaches, its never-ending street festivals, and (of all things) a literal fountain of wine in its town square. To many, these stories are lies, pure and simple, as bald-faced as the frightening mountain that juts out of the center of Goldcrop Island, for surely no isle which supports *that* horrible edifice could also possibly host a settlement as spectacular as its legends suggest.

Then again, isn't that exactly what pirates would want you to believe—that Rumplank is a slummy shantytown full of liars and thieves and nothing else—in order to keep the splendid city to themselves? Just as it's said that you should never trust a pirate, it's also said that you should use your own two eyes to tell the colors of a rainbow, rather than taking someone else's word for it. In that case, it's worth at least paying a visit to Goldcrop to see the supposed paradise for yourself, don't you think? And here, finally, at the port in question, you'll find a city that overflows with laughter at the same time that its soil is saturated with red from wine... or maybe even with blood. It's a city cobbled together by freedom seekers and then made magnificent by pirates, a city of privateers, partygoers, and explorers all seeking their fortune, their destiny, or simply a good time. Most of all, it's home.

As a people, most Rumplankers are content to while away their days pondering such mysteries, typically under a cozy blanket of liquor and smoke. At night, they regale one another with their creative theories at any of hundreds of nightly parties, celebrating until the sun comes up. The next day, they repeat the bacchanalian cycle all over again. This routine is why to many Rumplankers "life" and "the never-ending gala" are synonymous terms.

Like the native g'mayuns who first founded Rumplank centuries ago, the city's mood is anything but simple, though it is certainly colorful, of that there

RUMLANK

SETTLEMENT 9

CN METROPOLIS

Famous pirate haven, raucous port city, and legendary capital of Goldcrop Island.

Government Monarch (constitutional)

Population 12,100 (67% g'mayun, 10% orpoks, 5% sprites (especially galtzagorris), 4% chochori, 4% hardriggans, 3% leshies (especially wildfire leshies), 2% aeternal dragons (especially wild dragons), 2% kragraks, 3% others)

Languages Aquan, Auran, Common, Draconic, Orpok, Sylvan, Terran

Religions the Balance, the Eld

Threats jungle monsters, rival pirates, self-righteous killjoys

Party Mecca Day and night, Rumplankers celebrate for any reason or no reason at all, throwing wild festivals, festooning the streets in confetti, and generally making a colorful, wonderful mess of things. During a festival citizens respond well to others who know how to enjoy a party. Such characters gain a +1 circumstance bonus to Diplomacy checks to Make an Impression, Request, and Gather Information. Characters who are wet blankets, killjoys, or otherwise dampen the fun during a party take a -1 circumstance penalty to the same actions.

Captain Nevergo male g'mayun mysterious apothecary able to find just what his patrons need

Clamardinia Wakamarsis nonbinary g'mayun beloved tavern owner and ex-pirate

Okeki Redfeather male g'mayun affable and honorable king of Rumplank

Maxelle Redfeather female g'mayun queen of Rumplank, logistical genius, and de facto ruler

Nupor Stormbar farose chochori shipyard manager and owner of the Captain's Club

Prismatic Colvi male g'mayun knowledgeable high priest of the Balance

Jewel of the Indigo Isles

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Part Three:
Battle at Barnacle Bay

World Guides

Zanaya's Guide to Rumplank

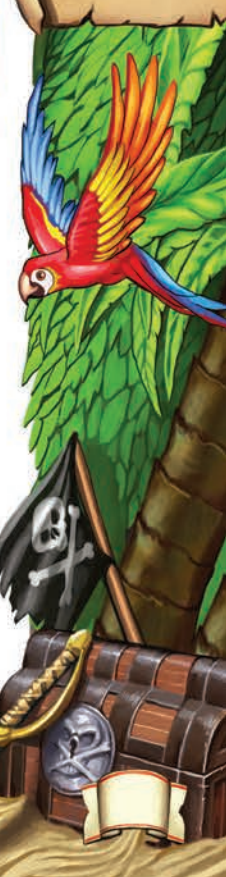
Felborii's Welcome Brochure to Seaview

Cult of the Shivering Behemoth

Adventure Toolbox

is no question. From the ruby-red bricks of Barrel Square to the azure waters of Barnacle Bay to the fiery orange poppies of Blazing Meadow, Rumplank is a city utterly soaked in deep, saturated hues. Even the resident pirates' boastful yarns cannot rival Rumplank in terms of luridness, and it's for this reason that many know Rumplank as the City of Colors.

Rumplank is a place of ecstatic joys and terrible sorrows, amazing fortunes and wicked greed, beautiful bonhomie and heartbreaking cruelty. Often, it is all these things at once. But these aren't contradictions here in Rumplank. Rather, to its residents and visitors, these very paradoxes are what make Rumplank so beautiful. But you shouldn't take a pirate's word for it—you'll just have to visit the City of Colors and find out for yourself.





History

Let's start with a history lesson, shall we? You can skip to the fun part, the taverns and parties and such, but I say you're better off with the context, eh? The history of Rumplank is inextricably intertwined with the legend of its patron pirate, **Poppy von Barnacle**. One can get a brief synopsis of the story by heading to Barrel Square, where the local sculptor **Abidale Ollensworth's** most famous creation—a gilded porcelain statue of Poppy in contrapposto called simply, *The Gilded Pirate*—stands at its western end. At the base of the life-sized statue, an inscription on a copper plaque gives a brief summary of the story of Rumplank's founding: "The Gilded Pirate settled on Goldcrop Island after a dazzling career of freebooting, treasure hunting, and liberating captives. Her many exploits include the creation of Goldcrop's

famous golden rum, the discovery of the Lost Trove of Hisamaya, and the liberation of both coin and crew from the tyrannical Sovereign Sea King. When she retired to the sleepy town of Rumplank, her generous investments of fortune and muscle made possible the village's explosive growth. Now, Rumplank is the largest city in the Indigo Isles and the archipelago's most legendary port of call. Rumplank honors the generosity of its founder and her illustrious career of derring-do with this humble statue." At the bottom of the inscription is the official Rumplank motto, addressed to the city's founder: "May the party never end, Poppy von Barnacle!"

Most historians agree, however, that a tiny beachside hamlet named Rumplank actually predated Poppy's arrival, though they'd admit that you could still consider Poppy the founder of the sizable city of the same name, built out of that old hamlet. Ask the historian **Monbak** about that debate some time, maybe over a few drinks! The folks in the Indigo Isles Historical Society can't seem to get enough of arguing about the specifics of the details surrounding Poppy's legend, including the meaning of the word "founder." Not my cup of rum, but maybe it's yours?

Anyway, where was I? In that hamlet of Rumplank, villagers were enthralled by the stories of Poppy's feats of bravery and harrowing adventures. As time went on and the Gilded Pirate's reputation grew, so did the town of Rumplank, whose native inhabitants intermingled with Poppy's crew and passed on their exuberant, carefree lifestyle to future generations. Poppy used the wealth carried aboard her vessel, the *Chromatic Queen*, to open up trade between Rumplank and the larger towns around the island, towns which Rumplank soon surpassed in size and economic output. With her knack for tactics and organization, and the assistance of her famous companions, including the galtzagorri mage **Arahosko the Red**, the kragrak warrior **Undayo of Stonegulch**, the indigo dragon cleric **Pinomeri Elemarte**, and the hardrigger ranger **Jesea Swiftarrow**, she helped establish Rumplank's first constitution and the monarchical political system it still uses to this day. She was pivotal in many famous Rumplank events, including the Battle of Rosewater, the Seven Years of Silence, Colorana, and the Wilted Winter. Her influence on the city was so incredible and vital to its emergence from obscurity that the time of Poppy von Barnacle's residence in Rumplank is often called the Rumplank Renaissance. Renaissance means rebirth, and Rumplank was reborn as the most influential power in the Indigo Isles.

In the time since Poppy's passing, Rumplank has continued to flourish. I think the city's prosperity is probably a result of the unique combination of the

POPPY VON BARNACLE

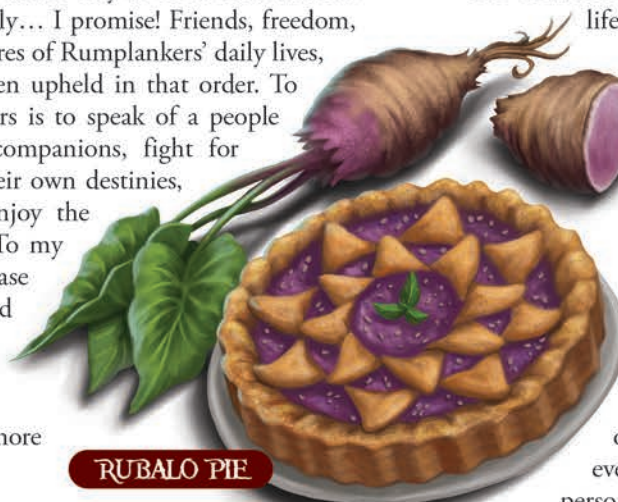


buoyant heart passed down from its earliest inhabitants and the practical material wealth and knowledge imported by Poppy and her crew, but everyone has their own theories. Many who visit Rumplank don't know the story of Poppy von Barnacle or the specifics of her contributions to the city, but all understand that the City of Color owes a great debt of gratitude to its patron founder.

Culture

Rumplank's unique culture is a result of our geographic peculiarities, strong tradition of treasure hunting, and the diversity of our populace—primarily emotionally charged g'mayuns (like yours truly), though with a good mix of industrious yet easygoing orpoks and many others. Although it's known best as a party mecca (and although partying is a very large part of Rumplank culture), there's more to the City of Color than wanton bacchanalia. No, really... I promise! Friends, freedom, and food are all fixtures of Rumplankers' daily lives, values which are often upheld in that order. To speak of Rumplankers is to speak of a people who cherish their companions, fight for the right to chart their own destinies, and take time to enjoy the finer things in life. To my orpok readers, please don't fret that I placed food in third place; I think we can all agree that friends and freedom are yet more important, no?

RUBALO PIE



EXPRESSIONS AND APHORISMS

Rumplankers use a number of common expressions with ties to the unique features of Goldcrop Island, Rumplank's occupants, or the city's history. The following are just a few sayings one might hear on the streets of the City of Color.

- "May the party never end!" A general expression of joy or approval. The official motto of Rumplank.
- "Feathers fly where foes founder!" Roughly translates to Rumplankers, but g'mayuns especially, persevere when others fail.
- "A boatload of friends makes a ship." Refers to a group of allies who get along can accomplish great things.
- "Redfeather Tuesday" refers to a sumptuous feast or extravagant party, as in "The festival was a right Redfeather Tuesday!"
- "Buoyant heart" refers to Rumplank's quintessential spirit of generosity and good cheer.
- "Gilded mess" is used to suggest that perhaps

matters aren't as bad as they initially seem, or to refer to a mixed blessing, as in "A big snake's just moved into my cellar, but at least it's taken care of the blood mouse infestation. What a gilded mess!")

- "Water clear, right to fear. Water pink, good to drink!" an old expression now used most commonly to encourage indulgence in drink. If you must know, Monbak of the Indigo Isles Historical Society claims that the saying's roots can be traced to Rumplank's pre-Poppy past, before Poppy's crew installed wells capable of properly filtering groundwater. Back then, or so Monbak proposes, Rumplankers' best means of purifying water would have been by mixing it with wine or spirits. Thus, "clear water" was water that hadn't yet been treated, whereas "pink water" was presumed safe because it had been purified with red wine.
- "The never-ending gala" is the Rumplank party lifestyle, or life in general.

FOOD AND DRINK

If there's one thing most people know about Rumplank, it's that the townsfolk love to eat and drink. Naturally, then, many of us view cooking, brewing, and distilling as time-honored traditions, and in many households learning how to cook a tricky family recipe is a rite of passage passed down from one generation to the next. Nearly every home in Rumplank has its own personal kitchen or access to a shared outdoor cooking area, from which one can smell fresh-cut fruit, sizzling grease, and savory roasting vegetables at any hour of the day. Indeed, most Rumplankers are day-long grazers rather than gorgers who adhere to strict mealtimes, a trait which naturally led to (or perhaps resulted from) Goldcrop Island's celebrated custom of slow-fried payayos—finger foods served hot and cold, fresh or preserved, and of which there are a nearly infinite variety.

Traditional Rumplank fare includes a variety of staples native to Goldcrop Island, including fatty dwarf coconuts, juicy pink rye-melons, sweet white pineapples, and a peculiar-shaped bitter tuber called rubalo, the latter of which is popular among Goldcrop natives but regarded as an acquired taste for nearly everyone else. In the rainy season, rubalo pie is a classic Rumplank comfort food, and it's often served to children and sickly people as well. Non-natives find Rumplank's traditional dry-weather dishes much easier to enjoy; it's said that nothing goes down smoother on

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Axis & Allies

WAR BREAKS OUT AT  **RENEGADE
GAME STUDIOS**

The October 2022 announcement that Renegade Game Studios would be taking over classic Hasbro strategy games *Axis & Allies*, *Robo Rally*, *Diplomacy*, and *Acquire* was only the beginning and Renegade has followed up with multiple announcements and tons of exciting news for *Axis & Allies* fans! A new home online, new entries in the series, a World Championship at Gen Con, and more are all coming down the pipeline.

Starting off in February, Renegade launched a dedicated site for all things *Axis & Allies*, as well as pre-orders for the 4 "core" *Axis & Allies* games, 1941 (RGS 02553, \$ 40.00), 1942 (RGS 02554, \$75.00), 1940 Europe (RGS 02556, \$100.00), and 1940 Pacific (RGS 02555, \$100.00). These games have received rules updates and some quality-of-life changes to modernize these much-loved classics are now in stores and Renegade has committed to keeping them in print regularly.

Renegade's plans aren't limited to just reprints though! Similar to community engagement initiatives Renegade has done with *Power Rangers*, *Vampire: The Masquerade*, and other brands, Renegade launched a poll for fans of *Axis & Allies* to let them pick the first all-new *Axis & Allies* game they'd make. More than 1000 fans voted, picking from four famous battles. The North African theater beat out Stalingrad, Operation Market Garden, and the Eastern Front and work has begun on a brand-new *Axis & Allies* game set in the sandy deserts of Tunisia, Algeria, Egypt and more! This all-new entry is scheduled for a 2024 release and the Renegade dev team is hard at work already.



Axis & Allies fans won't need to wait until next year for more goodies though! At Renegade Con Virtual in February, it was announced that *Axis & Allies: WWI 1914* (RGS 02568, \$100.00) would be reprinted this year, planned for an August release. This much-loved entry had been out of print for several years and was frequently sought-after by collectors. Not only will the game be available again, but this new Renegade version will include rulebook updates, additional German and British infantry miniatures, and additional chips for marking multiple units.



Axis & Allies has many versions, and while 1914 was an easy pick for a reprint, Renegade again went to the community for help picking another entry to return, and in March the players spoke, picking *Axis & Allies: Guadalcanal* over *D-Day*, *The Battle of the Bulge*, and *Axis & Allies & Zombies*. *Guadalcanal* covers fighting in the Solomon Islands and features critical elements like troop supply and transport, airfield construction, and of course pitched battles in the air, on the land, and in the sea! *Guadalcanal* will get the same full Renegade treatment as previous reprints, incorporating rules updates and errata and making other quality-of-life improvements, and is scheduled to release next year.

While you'll be able to pick up the new printing of *Axis & Allies: WWI 1914* at Gen Con, the Indianapolis convention will also play host to the official *Axis & Allies* World Championship! 32 teams of 2 will compete over 5 rounds, played using *Axis & Allies 1942*, with the winners taking home the title of World Champions! Event registration is now open, and this event is expected to sell out so don't delay registering! All participants will go home with prizes and plenty of battle stories to tell. The competition is expected to be fierce!

All of this is really just the start of the *Axis & Allies* action at Renegade Game Studios. Fans of the franchise have lots to look forward to and Renegade will be sharing more about these games and future releases later this year!

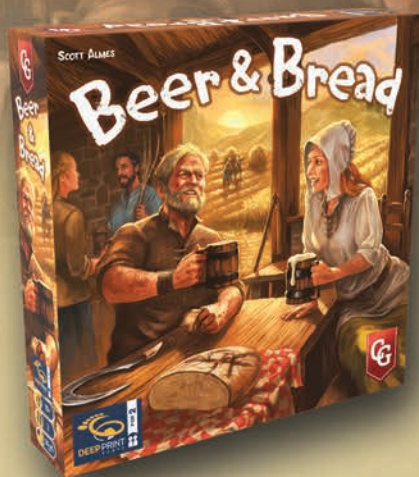
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Blade Rondo



Blade Rondo is a board game series developed by Japanime Games that has gained a following among strategy game enthusiasts. With its unique gameplay mechanics and fantasy world, *Blade Rondo* offers a rich gaming experience that challenges players to think strategically and make tactical decisions. In this article, we will review all 5 box sets of the *Blade Rondo* series: the *Base Set*, *Night Theater*, *Grim Garden*, *Frost Veil*, and *Lost Dream*.

The *Base Set* (GGD JPG485, PI) is the original *Blade Rondo* box set and serves as the foundation for the entire series. It includes 6 unique characters, each with their own set of abilities and fighting styles. The game board is double-sided, and the set also includes 108 cards and various tokens.

The game is designed for 2-4 players and lasts around 30-60 minutes. In *Blade Rondo*, players take turns moving their characters across the board and using various tactics and abilities to defeat their opponents. The game features a unique mechanic called "Rondo," which allows players to switch between characters during their turn, adding a layer of strategy and unpredictability to the game.

Night Theater (GGD JPG486, PI) is the second box set in the *Blade Rondo* series and introduces four new characters and new game mechanics. This set includes a double-sided game board, 4 miniatures, 72 cards, and various tokens.

One of the new mechanics introduced in *Night Theater* is "Stage Trap," which allows players to set traps on the game board that can damage or hinder their opponents. This adds a new layer of strategy to the game, as players must decide when and where to set traps to gain an advantage.

The *Grim Garden* (GGD JPG487, PI) box set features four new characters and introduces a new mechanic called "Miasma,"

which represents a poisonous fog that covers the game board. This set includes a double-sided game board, 4 miniatures, 72 cards, and various tokens.

The *Miasma* mechanic adds a new level of danger to the game, as players must avoid the fog to prevent their characters from taking damage. This set also includes new cards and abilities that can be used to manipulate the *Miasma* and gain an advantage over opponents.

Frost Veil (GGD JPG488, PI) is the fourth box set in the *Blade Rondo* series and features four new characters and new game mechanics. This set includes a double-sided game board, 4 miniatures, 72 cards, and various tokens.

One of the new mechanics introduced in *Frost Veil* is "Icy Terrain," which represents a frozen tundra that covers parts of the game board. This terrain slows down characters and limits their movement, making it more challenging to maneuver around the board. The set also includes new cards and abilities that can be used to manipulate the *Icy Terrain* and gain an advantage over opponents.

Lost Dream is the most recent box set in the *Blade Rondo* series and features four new characters and new game mechanics. This set includes a double-sided game board, 4 miniatures, 72 cards, and various tokens.

One of the new mechanics introduced in *Lost Dream* (GGD JPG489, PI) is "Dream World," which allows players to manipulate the game board and create illusions that can deceive their opponents. This mechanic adds a new layer of strategy to the game, as players must decide when and how to use their abilities to create the most effective illusions. The set also includes new cards and abilities that can be used to manipulate the *Dream World* and gain an advantage over opponents.





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DEFEAT AT LA HOGUE

THE EPIC NAVAL BATTLE THAT CHANGED THE COURSE OF HISTORY

By Firelock Games

The sea was rough and the wind was fierce as the English fleet, led by Admiral Rooke, bore down on the French ships anchored near Cherbourg. The French had long been the masters of the seas, but today they faced a foe that was not easily defeated. The HMS Anne, a fearsome ship of the line, sailed in the center of the English fleet, its guns loaded and its crew eager for battle.

As the two fleets approached each other, the French Admiral Tourville ordered his ships to form a line of battle, with the flagship Soleil Royal at the center. The English responded by forming their own line, with the HMS Anne in the center. The two fleets exchanged cannon fire, but the French were at a disadvantage due to their proximity to the shore.

The English decided to launch their fireships, hoping to scatter the French fleet and create an opening for their own ships to move in. The fireships roared towards the French fleet, but the French sailors were quick to react, and many of the ships managed to avoid the fiery inferno.

The battle raged on, with the HMS Anne exchanging broadsides with several French ships. The Anne's guns were accurate and deadly, and many French ships suffered significant damage. The French, however, were skilled in boarding actions, and they managed to capture several English ships.

Despite the French successes, the English managed to prevent the French from breaking out of Cherbourg, and they inflicted heavy losses on the French fleet. The battle was a decisive English victory, and it marked a turning point in the Nine Years' War.

With this army list, players can recreate the Battle of La Hogue in Oak & Iron using the engagement rules. Each player has 200 points to build their Squadron, and the game is played on a table of at least 3'x4'. The English Squadron is led by Admiral Rooke on the HMS Anne, while the French Squadron is led by Admiral Tourville on the Soleil Royal.

The special rules for each faction reflect the strengths and weaknesses of the respective fleets. The English have a greater advantage in boarding actions, while the French are better at shooting attacks. This adds an element of strategy and tactics to the game, as players must use their fleet's strengths to gain an advantage over their opponent.

ENGLISH SQUADRON:

(special rules: +1 to boarding actions)

1 Flagship: HMS Anne (38 points) - admiral card for Admiral Rooke (admiral value: 2)

3 3rd Rate ships of the line (37 points each)

2 Frigates (21 points each)

Special Rules: The English fleet has a +1 bonus to boarding actions.

FRENCH SQUADRON:

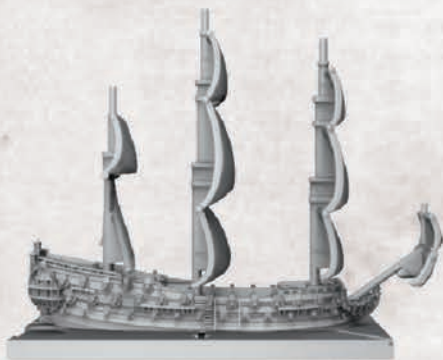
French (special rules: +1 to shooting attacks)

1 Flagship: Soleil Royal (38 points) - admiral card for Admiral Tourville (admiral value: 2)

4 1st Rate ships of the line (50 points each)

1 Frigate (21 points)

Special Rules: The French fleet has a +1 bonus to shooting attacks.



FLAGSHIP HMS ANNE BY FIRELOCK GAMES

QUARTERMASTER GENERAL EAST FRONT

TAKES THE POPULAR GAME SYSTEM TO A TWO-PLAYER AND FRONT-LEVEL EXPERIENCE



QUARTERMASTER GENERAL 2ND EDITION: EASTERN FRONT

AGS ARTG024..... \$49.90 | Available August 2023!

Over the last few years, Ares Games has released new editions of several titles in the *Quartermaster General* series, including WW2 and 1914. However, it's been a few years since a completely new title in the series has been released, as designer Ian Brody has of late been focusing his energies on the recently released *War of the Ring Card Game*. Fortunately for *Quartermaster General* fans, one of the new titles that's been simmering on the back burner is now ready to be served!

Quartermaster General: East Front takes a front-level look at the most significant campaign of World War 2 and does it in two hours. If you haven't tried any games in the series, *Quartermaster General* games offer epic experiences in an easy to learn, card driven format. Each player receives a unique deck of cards that represents their power's real-world capabilities; these cards then drive the action on the map.



Because of their abstract nature, games in the *Quartermaster General* series appeal to euro-gamers and historical gamers alike. The pace is quick, but filled with meaningful decisions.

Unlike earlier games in the series, *Quartermaster General: East Front* is only designed for two players; oddly enough, this is likely to increase its popularity. Many *Quartermaster General* fans don't get to play as often as they'd like because they don't like managing multiple decks, required when playing the other titles in the series with just two players.

In *Quartermaster General: East Front* one player commands the Axis and the other the Soviets. The game is played over 16 game rounds, each representing three months, starting in Summer 1941 and ending in Spring 1945. Most Victory Points are earned for controlling certain spaces during annual scoring rounds. After scoring, the game ends early if one player has 10 or more points than the other. A fair number of Axis victories will cause the game to end early, exhausting

the Soviets before they can turn the tide. Like other *Quartermaster General* titles, Victory Points are accumulated throughout the game; hence, the Axis often has a reasonable chance of winning a game on Victory Points, even if by 1945 they are losing badly on the battlefield!

The two sides play very differently and have their own strengths and weaknesses. For example, you'll immediately notice the Axis side contains two factions: Germany; and the Pact — signatories of the Tripartite Pact, like Hungary, Romania, and Italy, as well as other Axis forces, like those of Finland. Coordinating these two factions is a unique challenge to the Axis player. Another challenge for the Axis player, especially on the first game, will be taking full advantage of the first turns, which are crucial. Of course, despite numerous reinforcements, the Soviets will watch their pieces be consumed by the Axis until the point the Axis are also exhausted.

Like other titles in the series, the pieces represent abstract capabilities, with four types represented: infantry, tanks, airplanes, and fleets. Like other *Quartermaster General* games, most of the action is driven by card play. However, in this game pieces move, and a lot! *East Front* emphasizes movement and maneuver, and the action is far more kinetic than the earlier titles.

Battles are tense and bloody, and players will be able to change the outcome with well-timed card play. Because players may end up using several cards in a turn, the number of cards you can draw in a turn is limited. This gives the game a certain ebb and flow, just like the real war, as players frequently find themselves needing a "breather" turn after their offensive reaches its culminating point.

East Front is the first of three complementary games planned, which will all join together to form a two to five player "mini-monster". However, it may be a year or more before both of the other titles (*Quartermaster General: Med Front*, *Quartermaster General: West Front*) be actually released, leaving the reverse side of the game board (for use in the combined game) to silently taunt us until that time.



In the meantime, *Quartermaster General: East Front* offers a highly replayable two-person epic you can finish in 2 hours!

ALLIANCE GAME DISTRIBUTORS

SPOTLIGHT ON



GAME TRADE MAGAZINE #282

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 282\$3.99

ART FROM PREVIOUS ISSUE

23RD CENTURY GAMES



BATTLELORDS OF THE 23RD CENTURY FOR SAVAGE WORLDS

Battlelords is a game set in a dangerous future. Play over-equipped, under-trained, corporate mercs whose employer views them as expendable resources in a galaxy being invaded by a horde of techno-organic monstrosities called the Arachnids. If you don't like working for the mega-corps, you can always get a job with the Galactic Armed Forces. The unique weapons & armor mechanics in *Battlelords* can be used in any *Savage Worlds* game that needs futuristic weaponry and customizable armor! Scheduled to ship in July 2023.

23C 02001\$50.00



BATTLELORDS OF THE 23RD CENTURY FOR SAVAGE WORLDS: CARNAGE COMPANION

Ready to pick up a pre-made Wild Card and start playing *Battlelords for Savage Worlds* with your friends? Already have a Wild Card, but you want more of that awesome *Battlelords* gear and a set of wheels? Maybe your Wild Card has been around the block and they're looking for some new Edges or Hindrances? No matter what you're looking for in your *Savage Battlelords* game, we've got you covered with the *Carnage Companion*. Scheduled to ship in July 2023.

23C 02002\$40.00

BATTLELORDS OF THE 23RD CENTURY FOR SAVAGE WORLDS: THE ALLIANCE SETTING GUIDE

The *Alliance Setting Guide* includes information about: The Arachnids and their techno-organic minions. The Atlantean nanite swarms. The Alliance (culture, crime, law, travel, places of interest). Mega-corps. Dueling. Mercenary Companies. Bounty Hunters & Sheriffs. Privateering & Piracy. The Galactic Armed Forces. Game Mastering. Running short and long term campaigns. Tech Levels. The Meta Plot (What's really going on behind the scenes). Scheduled to ship in July 2023.

23C 02003\$40.00



ALDERAC ENTERTAINMENT GROUP



NUMBER DROP

Roll dice to create shapes with numbers and drop them efficiently into your grid. Circle combos of identical or consecutive numbers to score points. Match values of combos before your opponents do to drop Block shapes on their grids. When a player reaches the Game Over line, whoever has the most points wins.

AEG 7133\$24.99

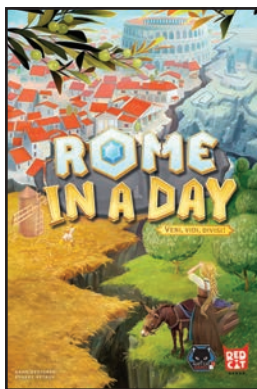
WAFFLE TIME

It's a wonderful lazy morning and your stomach is grumbling. What's that heavenly smell coming from the kitchen? It's Waffle Time! Draft combinations of fruit toppings and whipped cream to load up your waffle. Create patterns to spread syrup for scoring points. What you draft not only affects your score, but also your turn order and how much syrup you can use. After eight quick rounds, the player with the highest scoring waffle is the winner.

AEG 7147\$39.99



ALLEY CAT GAMES



ROME IN A DAY

The once thriving Roman Empire fell apart. Who can resist the temptation to claim some of the lands for themselves? Do you prefer vineyards or quarries? Or maybe you want a little bit of everything with some olive groves and an oil mill on top? All you need is to make a good trade: offer a beautiful antique theater in exchange or add a few precious diamonds... Divide and swap lands, outguess and bribe your opponents! Create a prosperous domain from the lots of Rome! Scheduled to ship in July 2023.

ACG 070\$29.99

ARCANE TINMEN

DRAGON SHIELD: CARD CODEX



ASHEN WHITE 80

ATM 35012\$14.99



ASHEN WHITE 160

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DRAGON SHIELD: JAPANESE



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DRAGON SHIELD: PLAYMAT



SAKURA ALLY (DISPLAY 20)
ATM 20515.....\$22.99

ARES GAMES

SPOTLIGHT ON



ENSEMBLE

In *Ensemble*, players must work together to synchronize their choices without communicating. The ultimate goal is to prove that they are a close-knit group that can overcome any challenge, much like musicians in an orchestra. Each round of the game presents a new challenge, revealed through a new beautiful illustrated card. Players must secretly choose the picture that matches the current challenge, then simultaneously reveal their choices. If all players' choices match, they can shout "Ensemble!" and advance to the next level. Scheduled to ship in June 2023. AGS ARFG003.....\$29.90

THE ARMY PAINTER

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Game play
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minutes

Ages
8+

2-8
players

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**BATTLE SPIRITS SAGA TCG:
LORE SET DISPLAY (6) (L01)**

A new type of product featuring a 30-page Lore Book with a gold foil cover. This illustrated book entails the history of a time far in the past when the Voidlords, the villains of BSS02 False Gods, were sealed away. Experience the lore of Battle Spirits Saga's past and discover insight for future sets as well! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2696878.....PI

**MAGLEV METRO: MAPS
VOLUME 1 EXPANSION**

Each of these exciting maps include brand new components, like triple-sized robot Mechs, VIP passenger meeples, Mars, Moon, & London player board unit enhancements, and Maglev Strike tokens. Maglev Metro fans will find learning the rules and setup for these new maps a breeze! Each map alters play in new and interesting ways without straying too far from the critically acclaimed gameplay of the base game.

BEZ MAGX.....\$99.95

BLUE ORANGE USA

SPOTLIGHT ON

**DIGIMON TCG: BLAST ACE
BOOSTER DISPLAY (24)
(BT14)**

Four popular Digimon from the Digimon Adventure series will feature cards with the new ACE game mechanic. Players can build their deck around four Digimon ACE cards. This combination of popular Digimon characters and the new mechanic will appeal to new, returning, and current players. New characters from the brand new Digimon Seekers multimedia project are also included! For high rarity cards, artists active in the West, such as comic book cover artists will be used. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2691392.....PI

**BEAT THE 8 BALL**

Launch the 8 ball into the funnel and let it spin like a coin in a spiral wishing well. It will eventually shoot down the scoring chute and the goal is to beat it with your own ball. When ready, each player launches their colored ball on their ramp. Be ready for some very intense seconds and watch all the balls crash to their final position to determine everybody's points!

BOG 09062\$24.99

**BOOM BOOM THE
BALANCING PANDA**

Our new charming tumbling panda is trying to balance as many bamboos as he can! Players take turns adding a wooden cylinder anywhere on BoomBoom, with different sized pieces and a teeter-totter base, placement choice is key. The last player to add a bamboo without letting any drop wins!

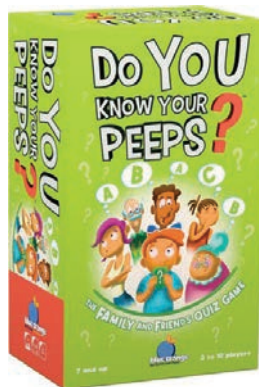
BOG 00222\$26.99

SPOTLIGHT ON

**DIGIMON
CARD GAME****DIGIMON TCG: BLAST ACE DOUBLE PACK SET DISPLAY (6) (DP01)**

In addition to Booster Sets, this year we're launching a new product format with an attractive low price! New releases are scheduled at regular intervals. The Double Pack Set includes 2 Booster Packs (BT14) and 1 PR card from a total of 6 different types randomly inserted! In addition to the appeal of the Booster Packs, the inclusion of an exclusive PR card gives an incentive for repeat purchases. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2687964.....PI

**DO YOU KNOW YOUR PEEPS?**

Do You Know Your Peeps? is a fun trivia game filled with amusing questions for all ages that will challenge you, your friends, and your family to see if you really know each other. One player reads a question and three possible answers out loud, then all other players lock their answers, and the reader tries to guess everybody's response. With five categories (Favorites, School, Magic, Hobbies, and Personality), and 200 questions, this game is packed with fun, covering everyday life... and unexpected situations!

BOG 09067\$19.99

SPOTLIGHT ON

**DRAGON BALL
SUPER TCG: ZENKAI -
PREMIUM ANNIVERSARY
BOX 2023
DISPLAY (4) (BE23)**

A total of 104 limited edition cards! And more than 90 of them are new cards, which makes this lineup even more powerful. All cards are holo or better, making the card even more gorgeous. By including a different illustration version of SCR at a low inclusion rate, we aim to stimulate multiple purchases. Not only that, but this is the first time that a famous scene from the original work has been made into a card. Z Extra, a new card added from Z5, will be included in the Special Z Card Set which will support the excitement of the new game mechanic. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2696874.....PI

**HOOT OR TOOT**

You probably have heard Mr. Owl hooting... but have you ever heard him tooting? Join Mr. Owl in this fun twist on a traditional memory game, where you need to match his hoot and toot sounds with illustrated tokens. Shake the little owl and listen carefully to the sound he makes, then flip a token on the table to see if it matches the sound. Remember where each token is to collect them faster! The first player to collect six tokens featuring each color wins.

BOG 09063\$19.99



GAMES

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MECH A DREAM

All workers assemble! We have dreams to be made and no time to waste! In this futuristic strategy game that was first published in Europe, players are required to create dreams for their bot friends! It is the year 2143: humans and robots are living in harmony. Over the course of one week, your assignment is to manufacture the most dreams for your robots using a fantastic dream machine. You need to accomplish this task by optimizing your resources and the construction time of each piece of equipment. At last, your mechanical friends will be able to answer the age old question: "Do androids dream of electric sheep?"

BOG 09073\$39.99

NEXT STATION TOKYO

Travel to Japan in the city of Tokyo and compete to redraw their metro plans in order to meet the tourist challenges of tomorrow. Each turn you will reveal the next station card and draw a subway line on your map. You will have to optimize your network to collect a maximum of stamps and stay connected to the central green loop to earn as many points as possible! This flip-and-write game follows the highly acclaimed Next Station London released in 2022 with a similar mechanic and all new challenges!

BOG 09074\$17.99



PASS THE BALL WITH OLLIE

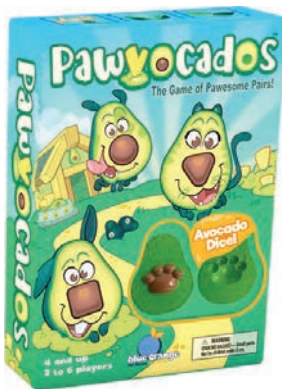
Be careful it's hot! Ollie the otter wants to play the Hot Potato game with you and your pals. She is sharing her favorite ball and will play music while you pass it to your friends in a circle. Go as fast as you can but don't drop the ball or get caught with the ball in your hands when the music stops, or you will be eliminated! This interactive toy features two original sound tracks and includes an inflatable ball. It's the perfect active game for young players to socialize and improve motor skills.

BOG 09064\$19.99

PAWVOCADOS

Pawvocos are The Game of Pawesome Pairs! The Pawvocado pets have lost their noses... these cute pups, cats, and bunnies will need your help to find their Pawvocado pair and get their nose back. On each turn, roll the original avocado dice: the adorable fruit will break open and may reveal the little paw seed! Which side you land on will determine how many cards you win. Make pairs with your cards or exchange them for fun items to delight your avocado buddies.

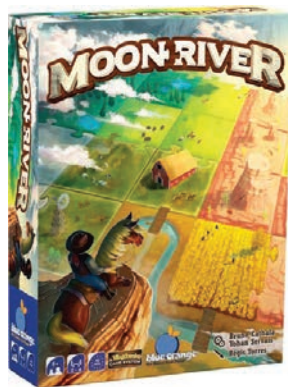
BOG 09068\$12.99



MOON RIVER

While playing this tile placement game, you will develop the lands that you inherited along the famous Moon River. Corn fields, meadows, forests... you will need to explore these thoroughly to find the best plots, then exploit their precious resources and make your herds prosper. But the Wild West is ruthless! Beware of bandits, thieves and brought that could keep you from developing the most fruitful land! Moon River uses the original game mechanic found in Blue Orange bestseller Kingdomino and was co-designed by the same author, Bruno Cathala.

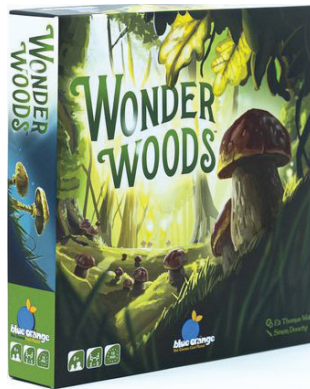
BOG 09066\$24.99



PICNIC TWIST

Picnic Twist is a puzzling game where players try to organize their picnic meals and tablecloths in the best possible way. Through a drafting system, they select their cards to place them in their playing area in such a way that they combine the largest possible number of similar elements: food and table cloths. Picnic Twist includes several game modes and modules to add complexity and replayability.

BOG 09069\$13.99



harvest is worth and win the game with the highest score!

BOG 09061\$24.99



SLIDIN' TOUCAN

In this unique cooperative game, players take turns launching the Toucan carrying its eggs down the sliding ramp, trying to escape from the unwelcomed explorer. The side the eggs land on after the chute will determine how far the explorer will advance. To win, tuck away the eggs in all of their hiding spots before the explorer gets to the nest!

BOG 09065\$19.99

WONDER WOODS

It's mushroom hunting season in the utopian wonder woods! Will you uncover the most sought-after varieties? In this beautiful strategy game, use your intuition and deduction skills to identify the mushrooms you think will be worth the most at the end of the game. Harvest porcini, morels, chanterelles, and parasol mushrooms using your limited number of baskets. And if you wish, each turn, share one of your secrets and receive an extra basket to pick more mushrooms. When each mushroom value is finally revealed, count what your entire

BROTHERWISE GAMES



CASTLES BY THE SEA

Castles by the Sea is a puzzly sandcastle-building game for 1-4 players. As a group of tiny folk called "shorelings," your goal is to build and populate a seaside kingdom. Each turn, you'll place blocks and meeples on the map to earn victory points. The core gameplay is similar to abstract strategy games like Santorini, in that players must optimize three-dimensional placement on a shared grid. Hazards are the only source of randomness in the game, and even those depend on player choices. Each turn, you must choose your placement carefully, optimizing your score while interfering with your opponents' plans.

BGM 153\$54.95

CAPSTONE GAMES



AGE of INNOVATION

Age of Innovation allows you to create new combinations of Factions, Homelands, and Abilities so that each game plays out in different ways. You control one of these factions and will terraform the world's terrain into that of your homeland. Then you will be able to construct your buildings, giving you benefits to propel your faction forward. Proximity to other factions may limit your expansion, but it also gains you significant advantages in the game. Scheduled to ship in August 2023.

CSG TM601\$99.95

GAMES

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NANO9GAMES: VOLUME 2 - CITY PLANNER

Plan your city wisely and follow local building codes for commercial buildings, industrial sites, civic services, and residential areas to become the best City Planner! Different building types provide unique bonuses. It is up to you to decide which combination of buildings earn you the most points over the game rounds. City Planner is the second game in the Nano9Games family a complete game experience consisting of 9 cards, 9 dice, and 9 cubes

CSG NANO-02.....\$16.99



OFFERED AGAIN

O/A JUICY FRUITS

Each of you has a small island paradise, where you make a living growing delicious fruit. Your goal is to gain the most points by fulfilling ships orders and by adding businesses to your island. Clever planning is essential, as fulfilling orders frees valuable space, but you don't want to let your opponents get the pick of the business either! With each play, Juicy Fruits poses new exciting puzzles of how to move your tokens most efficiently and how to balance clearing your island, claiming businesses, and finding the right time to thwart your opponents plans.

CSG JF101.....\$29.95

CATALYST GAME LABS



BATTLETECH: BLOOD OF KERENSKY - BOOK ONE - LETHAL HERITAGE (HARDCOVER)

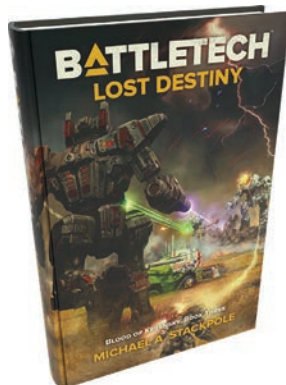
For the past 300 years, since the Star League collapse and the rise of the Five Successor States, these mortal enemies have fought over space, land, and politics. But a new threat looms just outside the Inner Sphere. The descendants of an old Star League general, the Clans, bred to be the best military force humanity has ever seen, have come to take what they believe is rightfully theirs.

CAT 36045P.....\$14.99

BATTLETECH: BLOOD OF KERENSKY - BOOK THREE - LOST DESTINY (HARDCOVER)

Invasors from beyond the Periphery, the Clans have beaten the forces of the Inner Sphere repeatedly. Now the Clans are driving toward their ultimate objective—Terra, cradle of humankind, and hub of the ComStar communications network. Nothing the Inner Sphere has can stop them. The heir to the throne of the Draconis Combine is missing. Whole regiments of BattleMechs lie smashed like abandoned toys. Rasalhague is overrun. The Clans are sweeping toward the center of the known universe in a relentless tide. Humanity's only hope is the Inner Sphere's most powerful traitor.

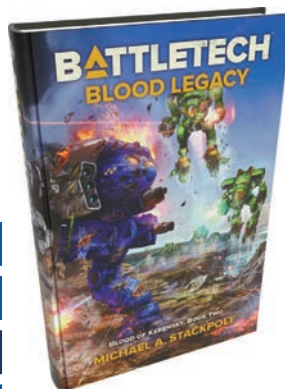
CAT 36047P.....\$14.99



BATTLETECH: BLOOD OF KERENSKY - BOOK TWO - BLOOD LEGACY (HARDCOVER)

The Clan invaders have chosen their next objective: Luthien, capital of the Draconis Combine. House Kurita must now fight for survival on its homeworld. Hanse Davion is presented with a situation undreamt of...the final defeat of the Dragon itself. Should he attack his distracted foe and destroy the enemy his family has battled for over 300 years? Or should he reinforce a fellow House of the Inner Sphere against a force that Davion and the Federated Commonwealth might not otherwise defeat when their time comes?

CAT 36046P.....\$14.99



CHAOSIUM



PENDRAGON RPG STARTER SET

Pendragon is a roleplaying game set in King Arthur's Britain. You take on the role of knights and overcome mythical monsters, rival knights, and other wondrous challenges in search of Glory. This is the time of the Sword in the Stone, of the Boy King and Merlin and their struggles against those who would seize the crown for themselves... and of the flowering of chivalry. What kind of knight are you? Scheduled to ship in June 2023.

CHA 2729-X.....\$29.99

CULTS OF RUNEQUEST: THE EARTH GODDESSES

Cults of RuneQuest: The Earth Goddesses is the third book in the new cults of RuneQuest sourcebook series for RuneQuest. This book is the player's guide to the earth pantheon, opening up character creation and advancement to a whole new level. Scheduled to ship in August 2023.

CHA 4044-H.....\$37.99



CULTS OF RUNEQUEST: THE LIGHTBRINGERS

Cults of RuneQuest: The Lightbringers is the second book in the new Cults of RuneQuest sourcebook series for RuneQuest. This book is the player's guide to the storm pantheon, opening up character creation and advancement to a whole new level. Scheduled to ship in August 2023.

CHA 4043-H.....\$39.99

DARRINGTON PRESS



QUEEN BY MIDNIGHT

The Midnight Queen is dead... As her kingdom weeps, the Queen's dying command was to invoke the Rule By Midnight: a 24 hour trial of combat and guile, where the Princesses of the Twelve Lands meet in secret to battle and scheme against one another. At the stroke of midnight, the most powerful Princess left standing will be crowned the new Midnight Queen. Queen By Midnight is a battle-royale deck-building card game of guile, deception, and brawn. Each Princess features unique tactics to battle for the right of the Midnight Court and only one (and maybe their inner circle) will be the winner Scheduled to ship in August 2023.

DRP QBM-BOX.....\$69.99

DEAD ALIVE GAMES



LUNAR RUSH

Lunar Rush is a simultaneous-play Euro-style board game, designed by Steven "Skippy" Brown and developed/published by Dead Alive Games, that combines time-based resource management, market economics, bidding, and tableau/engine-building into a refreshing new genre. You play as one of Earth's four major corporate conglomerates, competing to mine the Moon for the newly-discovered "wonder materials," lunethyst crystals and lunarium ore. Scheduled to ship in August 2023.
DAG 0201\$55.00

DEVIR AMERICAS

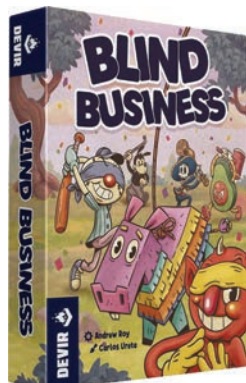


3 RING CIRCUS

In *Three Ring Circus*, players will take on the role of a ring master that drives a circus around the U.S. at the end of the 19th century. Over time they will hire performers who will improve the show and earn fame points in cities and towns. With artwork carefully cultivated to imitate circus advertisements from the end of the 19th century, *Three Ring Circus* will enchant strategic minds that will enjoy creating the most interesting traveling company. Scheduled to ship in June 2023.
DVR DEV3RING\$39.99

BLIND BUSINESS POCKET GAME DISPLAY (6)

Come and enjoy the festivals of Ricky Town! There's a big prize to be won, but to get it you have to rely on the various guilds of the city. To get ahead of your rivals you need to make blind deals to get the best cards. *Blind Business* is a fast game, full of fun, in which being good at bluffing is key to winning. Be the best player in Ricky Town making blind deals. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
DVR DEVBLINDBUS\$71.94



YOKAI SKETCH POCKET GAME DISPLAY (6)

Crouching between the trees, pencil in hand, you wait for the arrival of the Yokai so you can fill your notebook with sketches. In *Yokai Sketch* you'll duel to complete the most drawings of the evasive forest spirits. You can also harness the powers of the Yokai to slow down your opponent. Prepare your notebooks, sharpen your pencils, and capture the essence of the forest spirits. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
DVR DEVYOKAI\$71.94

DRACO STUDIOS

REGROUP! CHICKEN ARMY

In *Regroup! Chicken Army* you organize your army of chicken warriors or chicken wizards to fight with the other players' armies. Only one chicken army will emerge victorious from battle! Scheduled to ship in May 2023.
DAO CK-RCA-100EN-ES\$12.00



ROLE PLAYING Games



- Create a unique Pony, Pegasus, or Unicorn character of your very own
- Complete hardcover rulebook for telling your own My Little Pony stories
- One player is the Game Master who leads the story for 2-5 other players
- Contains an introductory story for a new group of friends
- Explore Ponyville, the Everfree Forest, and the rest of Equestria like never before
- Interact with favorite My Little Pony characters to make friends with or face as foes

RG09627 MSRP \$55

AVAILABLE NOW!



www.renegadegames.com

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DV GIOCHI

SPOTLIGHT ON



FANROLL



16MM SHARP EDGE SILICONE RUBBER POLY DICE SET: RAINBOW (7)
MET 784\$14.99

DEDDY BEAR 112" PLUSH WITH BODY BAG



BEEZLEBEAR
MET DB3001\$19.99

SPEKTER
MET DB3004\$19.99



BONES
MET DB3008\$19.99

SQUASH
MET DB3003\$19.99



BUNDLE
MET DB3005\$19.99

VAMBEAR
MET DB3007\$19.99



HOWLER
MET DB3006\$19.99

ZOMBEAR
MET DB3002\$19.99

GAMES

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DECKTECTIVE

Secrets in the Sand



DECKTECTIVE: SECRETS IN THE SAND

In *Deck Detective: Secrets in the Sand*, three grave robbers raid an archaeological dig to steal precious artifacts, then flee into the Egyptian desert. A lifeless body is found in the sand... Who are the thieves? And how did the victim die? Scheduled to ship in August 2023.

DVG 5747\$14.99

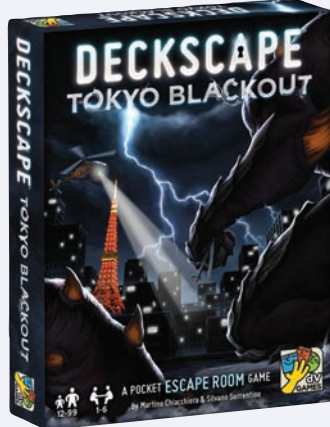
SPOTLIGHT ON



DECKTECTIVE: TOKYO BLACKOUT

A sudden hacker attack leaves the entire city of Tokyo in the dark. Act now as an international agent for Team Black. Get ready for a problem of GIGANTIC proportions! Scheduled to ship in August 2023.

DVG 5749\$14.99



EVIL GENIUS GAMING



EVERYDAY HEROES RPG: HIGHLANDER CINEMATIC ADVENTURE

The immortal Fantome wants to bring about the end of days and begin the quickening early. Your party stats as newly awakened immortals in 1492 and must battle through time to stop Fantome before he is able to enact his final plan of destruction. Cinematic Adventures are campaign settings that sit on top of the *Everyday Heroes* rules system. Scheduled to ship in August 2023.

EVL 06000\$24.99

EVERYDAY HEROES RPG: TOTAL RECALL CINEMATIC ADVENTURE

This Cinematic Adventure is set within the world of *Total Recall*. Introducing 5e compatible mutation rules. Cinematic Adventures are campaign settings that sit on top of the *Everyday Heroes* rules system. They are 100+ page digital books that have two parts. Part one gives you new game mechanics that fit the theme of the property. Part two gives you a full adventure set within that world. There will be something for everyone. Scheduled to ship in August 2023.

EVL 07000\$24.99



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SPOTLIGHT ON



12 PC. DISPLAY

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
MET DBD10\$143.88



BEEZLEBEAR
MET DB141\$11.99



SPEKTER
MET DB144\$11.99



BONES
MET DB148\$11.99



SQUASH
MET DB143\$11.99



BUNDLE
MET DB145\$11.99



VAMBEAR
MET DB147\$11.99



HOWLER
MET DB146\$11.99



ZOMBEAR
MET DB142\$11.99

SPOTLIGHT ON



DEDDY BEAR BLIND BAG 15 PC. DISPLAY

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
MET DBD01\$89.85

FUNKO



BIG BOSS

The Golden age of Industry has dawned. As skyscrapers - and profits - soar to new heights, now is the time to build your fortune. Launch companies and invest in new industries to earn capital. Buy shares of burgeoning businesses and reap the rewards of lucrative mergers. If you play your cards right, you'll forge a legacy worthy of the title Big Boss. To ship in June 2023.
FNK 69254\$34.99

SPOTLIGHT ON



DISNEY ANIMATED

Work together like the team at the famous Walt Disney Animation Studios to create movie magic! Produce five classic Disney films using detailed background art, vibrant paint colors, and lively sound to bring cherished stories to life on the screen. But watch out! The infamous Villains of your feature films will rush your deadlines and create all the calamity they can. As a team, you'll use the strengths of teh Animation Studio - Heart, Focus, Inspiration, Grit, and Teamwork - to vanquish the Villains and finish your films in time! Scheduled to ship in July 2023.
FNK 69973\$34.99

SPOTLIGHT ON



DISNEY VILLAINS: SINISTER SPOONS

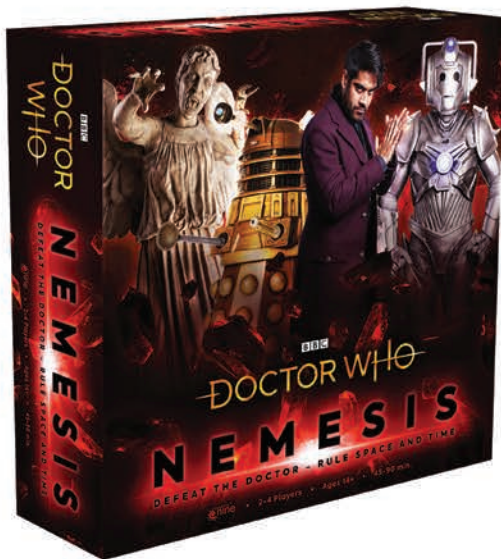
An uproarious party game of unleashing your inner villain! Invite Maleficent, Jafar, Captain Hook, and Ursula to your game night! Shout out their famous catchphrases, and match other players with high fives, sword fights, and other wicked actions. Then race to grab a spoon and score! Evil laugh your way to victory in this fiendish frenzy! Scheduled to ship in July 2023.
FNK 72147\$19.99



WWW.GF9.COM

GAMES

OUT NOW



Dr Who: Nemesis

It's not easy trying to rule space and time, contending with rival Daleks and Cybermen, interfering Time Lords, and predatory Weeping Angels.

In Doctor Who: Nemesis, you play one of the Doctor's many adversaries seeking to twist space and time to your own ends. Your old nemesis, the Doctor, endlessly seeks to thwart your plans. Worse still, his other adversaries have their own schemes, and they don't involve you controlling everything. You must send your minions out to thwart both the Doctor's and your opponents' schemes, while bringing your own schemes to fruition.



45-90
mins



2-4
players



Ages
14+

GF9 DWN01 \$60

Aliens: Another Glorious Day in the Corps

Something is wrong in Hadley's Hope. Sparking wires and flickering lights give you some fleeting glimpses of the carnage. Debris is scattered everywhere and broken furniture has been hastily pushed into makeshift barricades. ...but no people... where are the bodies?

You and your team of specialist Colonial Marines will gear up with serious firepower and head in to Hadley's Hope to find survivors and answers. But you're not alone. To survive, you'll need to work together, keep your cool, and stay frosty!



90-120
mins



1-6
players



Ages
14+

GF9 ALIENS11 \$70



JUNE

AUGUST



DUNE Ecaz & Moritani

House Ecaz is ruled by Archduke Armand Ecaz, who is well respected in the Landsraad and keen to strengthen his standing by forging lasting alliances.

House Moritani is led by the ruthless and cunning Viscount Hundro Moritani, the Moritanis did not hesitate to use terror tactics to conquer their enemies, resorting to assassination, sneak attacks, and sabotage.



120+
mins



2-6
players



Ages
14+

GF9 DUNE08 \$25

Star Trek Away Missions: Battle of Wolf 359

Lead your away team into the aftermath of the Battle of Wolf 359, where the Borg have crushed the only fleet standing between Earth and assimilation.

Lead Riker's away team into the wreckage and search for information that will defeat the Borg to save Earth, or join Locutus of Borg and the Borg Collective to assimilate your opposition.



60-90
mins



2
players



Ages
14+

GF9 STA001 \$60



Y7N7

Star Trek Away Missions: Gowron's Honor Guard

Klingons are warriors trained from birth to fight. They are deadly and tough, and their weapons are brutal. Few others can stand up to a Klingon in a one-on-one fight.



60-90
mins



2
players



Ages
14+

GF9 STA009 \$25



Y7N7

Star Trek Away Missions: Sela's Infiltrators

The Romulans are always after more Intel on their foes, learning their strengths and weaknesses and how to defeat them. While doing so they will be running plots within plots, planning assassinations and devious stratagems to derail their opponent's plans.



90-120
mins



1-6
players



Ages
14+

GF9 STA006 \$25



Y7N7



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GAMELYN GAMES



THE LAST KINGDOM:
THE BOARD GAME

The Last Kingdom Board Game is game of war and politics for 2-5 players by renowned designer John D Clair and based on the popular Netflix series The Last Kingdom! The Kingdoms of Britain are at war. Many have already fallen to the invading Danes, leaving the great kingdom of Wessex standing alone and defiant under the command of King Alfred. You are one of the great commanders and politicians in this war-torn land known today as England. Both Saxon and Dane armies openly battle for dominance, and it is up to you to title the scales of power. To claim these lands, you will need to tread a dangerous path between both sides of the conflict. Will you betray your allies for power? What part will you play in the birth of a new nation, and will you ultimately rule it all? Scheduled to ship in September 2023.

GLG TLK01 \$69.99

GMT GAMES

THE BRITISH WAY: COUNTERINSURGENCY
AT THE END OF EMPIRE

The British Way: Counterinsurgency at the End of Empire is the first of several COIN multipacks, containing four separate games exploring a series of thematically related insurgencies. Between 1945 and 1960, the British fought four major "emergencies," as they referred to their counterinsurgency campaigns, each trying to manage their retreat from empire. The four games in this pack focus on exploring British counterinsurgent responses to a variety of different opponents, including communist insurgents in Malaya, militant nationalists in Kenya. Scheduled to ship in May 2023.

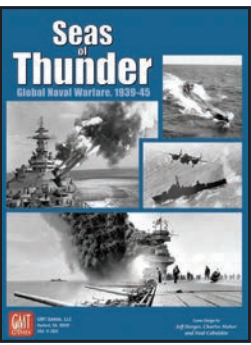
GMT 2302 \$79.00



SEAS OF THUNDER

Seas of Thunder not only allows players to re-create the Atlantic or Pacific theaters of the war but to see how challenging the entire picture was for their leaders. In Seas of Thunder, players will experience the tension of too much sea to cover with too few ships, the frustration of being caught unprepared, or the intensity of a vital stand contesting a high-value sea area. Victory is neither sudden nor guaranteed. In each battle, a flight of Catalinas, the lack of ASW, the improper distribution of air power, or even a missing minesweeper could be the difference between success or failure. Scheduled to ship in May 2023.

GMT 2303 \$65.00



GOOD GAMES PUBLISHING

MERCURIAL

Discover a new age of spell crafting in the fantastic world of Mercurial. Exert control over chaos in this game of dice-manipulation and magic-making. Draft Alterations to shape your Elements which you'll use to forge Spells. Combine and cast these Spells to generate enough Ruin, Restore or powerfully balanced Myst to perform Heroic deeds that earn you victory points. Scheduled to ship in August 2023.

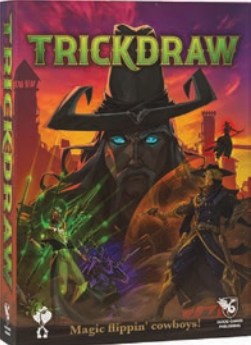
GOP 021 \$49.99



TRICKDRAW

You are magic flippin' cowboys! Craft tricky card combos between your face up and face down cowboys in this magical western tableau building game Scheduled to ship in June 2023.

GOP 020 \$17.99



GREEN RONIN PUBLISHING

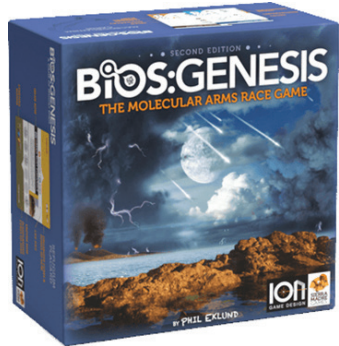


FANTASY AGE RPG 2ND EDITION

Leap into sword and sorcery RPG adventures with the Fantasy AGE Core Rulebook! Powered by the popular Adventure Game Engine (also used in The Expanse, Modern AGE, and Blue Rose RPGs), Fantasy Age is easy to learn and a fun to play and it's the perfect entry point for new players. The Fantasy AGE Core Rulebook gives you everything you need to play, from special talents and arcane magic to practical Game Master advice and challenging monsters. The Fantasy Age Core Rulebook is the game's 2nd Edition, and it is largely compatible with all previous Fantasy Age releases. Explore the Strange Shores, use another fantasy setting of your choice, or create your own - Fantasy AGE is your portal to a new age of adventure! Scheduled to ship in June 2023.

GRR 6101 \$54.95

ION GAME DESIGN



BIOS: GENESIS SECOND EDITION

In Bios: Genesis, one to four players start as organic compounds shortly after Earth's formation, represented by up to three Biont tokens. The Amino Acids command Metabolism, the lipids create cells, the pigments control energy absorption and storage, and the nucleic acids control templated replication. Their goal is a double origin of life: first as Autocatalytic Life (a metabolic cycle reproducing, yet not replicating, its own constituents), and the second as Darwinian Life (an Organism using a template to replicate in an RNA world). Players can play cooperative, competitive, or solitaire. Scheduled to ship in July 2023.

ION SMG36A \$55.00

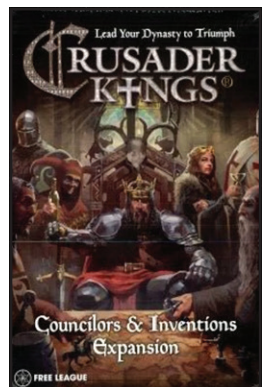
SPOTLIGHT ON



CRUSADER KINGS

You are a Crusader King, striving for wealth and power across the continent. Across generations, reshape the history of medieval Europe in your own image if only that dimwitted son of yours, set to inherit the throne, doesn't spoil your grand plans Scheduled to ship in July 2023.

ION FLCKB001 \$99.00



CRUSADER KINGS: COUNCILORS
& INVENTORS EXPANSION

This expansion also includes bonus rules that let allow players to send their councilors on missions in medieval Europe, rather than just staying home at the royal court! Scheduled to ship in July 2023.

ION FLCKB002 \$35.00



DAWN ON TITAN

In a not very distant future, corporations fight over control of space. As you wage war against your fierce competition by exploring and exploiting the moons and asteroids in the outer parts of the solar system, you will need to maneuver your fleet of spaceships through violent electrical currents in order to collect the resources to build mines and factories. There are multiple paths to victory however, whichever path you may choose, be careful to plan your moves and outwit your opponents! Scheduled to ship in July 2023.

ION ION05 \$55.00



DAWN ON TITAN: ALIEN MODULE

You need the core game of *Dawn on Titan* to make use of this expansion. What's new? The alien technology expansion adds among other things 40 Alien moonlets with four new exciting Alien technologies you can use to your advantage; Wormholes, Alien ships, Time anomalies, and Space anomalies. These give you both new industry and Combat actions that you can use in your pursuit to become the dominant force in the solar system! Scheduled to ship in July 2023.

ION ION051\$19.00



EXPEDITION ZETTA

Have you ever looked up in the sky, at all the stars, at the marvel of the universe, and felt a curious nerve inside wanting to travel to these stars, see the planets there and maybe find life? Represent a country participating in the world's first warp-driven space exploration. During the journey, try to find life and substance and construct new inventions in space. Scheduled to ship in July 2023.

ION ION02\$99.00



EXPEDITION ZETTA: ANDROMEDA EXPANSION

The *Expedition Zetta* board game expansion pack, *Andromeda*, adds new planetary systems to visit when you use the ___ deck. This expansion can be used alone if you want to make journeys that visit stars in only the Andromeda Galaxy, or it can be mixed with the standard deck that comes with the game (that features stars from the Milky Way). Whichever adventure you choose to take on, the *Andromeda* expansion pack is sure to add an exciting new layer of depth to your game. Scheduled to ship in July 2023.

ION ION02A\$10.00



GREENLAND

The island of Greenland has long been a desired location for emerging civilizations. In the 3rd edition of ION's popular board game, *Greenland*, you have the chance to play through a momentous period of human history. You play as a Norse settler who attempted to colonize Greenland during the Middle Ages. This version of *Greenland* also includes the little-known Sea Sami expansion pack. Scheduled to ship in July 2023.

ION SMG33A\$55.00



GREENLAND: PROMO PACK 1

Greenland Promo Pack 1 - Cats and Dogs features new biomes, daughters and farm animals, all themed to represent some smaller variants of the fauna and life of the mediaeval Greenland tribes. Scheduled to ship in July 2023.

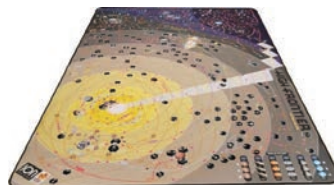
ION SMG33P\$10.00



HIGH FRONTIER 4: 6 PLAYER KIT

All the components needed to play the *High Frontier 4* All core game, module 1, and module 2 as a 6-player game. Scheduled to ship in July 2023.

ION SMG284A\$25.00



HIGH FRONTIER 4: BIG MAP NEOPRENE

The *High Frontier 4* map in neoprene, size 900mm x 1350mm (double the regular size board included in the core box: 900x600mm). 1.5mm thickness with edge sewing. Scheduled to ship in July 2023.

ION SMG284B\$54.00

STARFINDER



STARFINDER ALIEN ARCHIVE 2 POCKET EDITION

The creatures in this codex will challenge adventurers no matter where in the galaxy they may travel.

PZ07109-PE MSRP \$24.99



STARFINDER FLIP-MAT: ENORMOUS BATTLEFIELD

This immense 30" by 46" double-sided map features a massive urban battleground on one side and the ruins of an icy trench battlefield on the other.

PZ07337 MSRP \$26.99



STARFINDER PORTS OF CALL

In the wake of the upheaval to interstellar travel, countless new worlds await exploration by eager and opportunistic starfarers.

PZ07121

MSRP \$46.99



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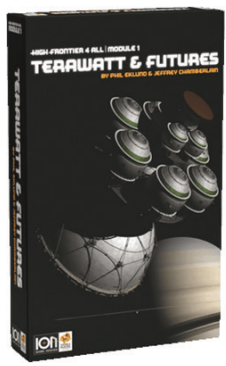
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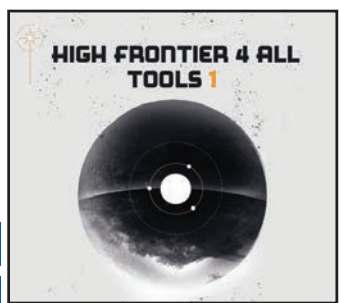
**HIGH FRONTIER 4:
MODULE 1 - TERRAWATT**
This is an add-on module for *High Frontier*. You will need the base game *High Frontier 4* All to use it. Scheduled to ship in July 2023.
ION SMG2841\$25.00



**HIGH FRONTIER 4:
MODULE 2 - COLONIZATION**
This is an add-on module for *High Frontier*. You will need the base game *High Frontier 4* All to use it. Scheduled to ship in July 2023.
ION SMG2842\$29.00



**HIGH FRONTIER 4:
MODULE 3 - CONFLICT**
This is an add-on module for *High Frontier*. You will need the base game *High Frontier 4* All to use it. Scheduled to ship in July 2023.
ION SMG2843\$25.00



HIGH FRONTIER 4: TOOLS 1
Tools 1 is a player aid pack. It includes; 72 Cards for Tracking Futures and other things (for Modules 1, 2, 3 and 4) + Jump Start Rulebook with 48 technology cards, duplicates from the core game, printed in 8 Rocket stacks that also include extensive Card and Map Quick Guides
NOTE: Component amounts are not final. Scheduled to ship in July 2023.
ION SMG284D\$19.00



**HIGH FRONTIER 4:
MODULE 4 - EXODUS**
This expansion is used to bridge *High Frontier* with the next game in the series, *Interstellar*. *Module 4: Exodus* introduces contracts that form new decks (not patents) tied to pairs of ideologies. Scheduled to ship in July 2023.
ION SMG2844\$29.00



**HIGH FRONTIER 4:
PROMO PACK 1**
High Frontier Promo Pack 1 - The Station Pack features an optional event deck that merges the science-fiction of the Stationfall board game with your *High Frontier* experience! The Station mini-expansion includes an added bonus ability for the Cycler space on the map, but be careful... you may not want to see what could be released as Project X. Scheduled to ship in July 2023.
ION SMG284P\$10.00



**HIGH FRONTIER 4:
SPECTRAL FACTORIES DICE**
A set of factory cubes that show the Spectral type of the Site where they were built. Scheduled to ship in July 2023.
ION SMG284C\$15.00

SPOTLIGHT ON



HIRP
An abstract strategy game in which two leaders (Viking kings) fight over control of a piece of land. The first to either control the five middle spaces or push the other player's king off the board wins. Scheduled to ship in July 2023.
ION ION01\$39.00



INTERSTELLAR
Aboard the Starship Exodus, players control seven spacefaring human-machine hybrids embarking on an epic pilgrimage to the stars. The journey will last many decades as you perform actions and place workers to develop technology for survival, terraforming, and colonization along the way. Scheduled to ship in July 2023.
ION SMG29\$89.00



INTERSTELLAR: NEOPRENE MAT
Scheduled to ship in July 2023.
ION SMG29A\$54.00



**PAX PORFIRIANA
COLLECTORS 2ND EDITION**
As a rich businessman (Hacendado) in the turbulent pre-revolutionary borderlands of the U.S. and Mexico, players compete to build business empires of ranches, mines, rails, troops, and banks while subverting opponents with banditos and lawsuits. Scheduled to ship in July 2023.
ION SMG32A\$79.00



PAX RENAISSANCE: METAL COINS
Scheduled to ship in July 2023.
ION SMG372A\$19.00



NEANDERTHAL
Humanity's evolution as a species has accelerated over the last 30,000-40,000 years in a manner unparalleled in the evolution of life on Earth. What triggered this change? Genetic mutation? Probably not. Our brains and anatomy have remained relatively unchanged for 4 million years. An encounter with different hominid species? Perhaps... Scheduled to ship in July 2023.
ION SMG34A\$55.00



PAX RENAISSANCE: PROMO PACK 1

Suppose the Fourth Crusades Sack of Constantinople never happened, allowing the Second Rome of the Byzantines to suppress the sudden rise of the Ottoman Turks. They may find support from the Russians, with whom they share the Orthodox Religion, and maybe the Austrians and the French after the Catholic-Protestant split. Scheduled to ship in July 2023.

ION SMG372P.....\$10.00



PAX TRANSHUMANITY

What if the future is non-dystopian? No pandemic, zombies, or post-apocalyptic rubble? Imagine instead a future in which humanity explores the fringes of the achievable, in which scientists and technocrats rewrite the human condition by expanding into new spheres the developing world, the cloud, and space. Win by solving humanitarian problems, demolishing societal and technological barriers, and guiding human progress towards a future of your design. Scheduled to ship in July 2023.

ION SMG42.....\$55.00



PAX VIKING: PROMO PACK 1

15 all new rule tiles - During setup you may choose, or draw one to use in the game 5 new Saga tiles - Add one, some, or all to a game as you prefer. Scheduled to ship in July 2023.

ION ION03B.....\$10.00



STATIONFALL: CHARACTER DOSSIERS

Get 4 extra character dossiers for Stationfall. The dossier gives you all the information needed for every Character in the game, their backstory, their quirks, their agenda etc. Scheduled to ship in July 2023. ION ION043.....\$6.00



STATIONFALL: MINIS

Scheduled to ship in July 2023.

ION ION041.....\$54.00



STATIONFALL: NEOPRENE MAT

Scheduled to ship in July 2023.

ION ION042.....\$54.00



STEGEGETS X MOOMIN

Join the Moomin family and many of their friends in a beautiful roll write for the whole family! Here you will find many characters from the Moomin Valley. As a player, you are one of them and you travel around Moomin Valley to visit as many of them to collect gifts given to you by them (jam, marmalade and such). Moomin is a globally famous and loved story world. The plot in these stories often include excursions and trips in their valley. Scheduled to ship in July 2023.

ION ION081.....\$39.00

Tsuro

The game of the Path.

Your Journey Begins!
Elegant gameplay and gorgeous art bring to life this zen-like modern classic, with intuitive yet strategic design to satisfy all players

Game play
15-20
minutes

Ages
8+

2-8
players

Calliope
Games

www.CalliopeGames.com



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IRONGUARD SUPPLIES



IRONGUARD TOP LOADERS

They may be made of cardboard, but to you they're as good as gold. Whether your thing is collecting, trading or gaming, you want your cards to be safe so you can continue to enjoy them for years to come. Protect your cardboard gold with these collector-quality toploaders, perfect for trading, storage, and sending cards in to be graded. Designed for 2.5" by 3.5" cards, these card holders are made of rigid PVC, and measure 3" by 4". Choose from standard 35 pt, 55 pt and 75 pt for thicker cards. Bundled in packs of 25.

- 35PT RETAIL PACK DIA STL215472PI
- 35PT FULL CASE (BOX OF 40 PACKS).....PI
- 55PT RETAIL PACK DIA STL215477PI
- 75PT RETAIL PACK DIA STL215478PI

GAMES



IRONGUARD SEMI-RIGID CARD SLEEVES

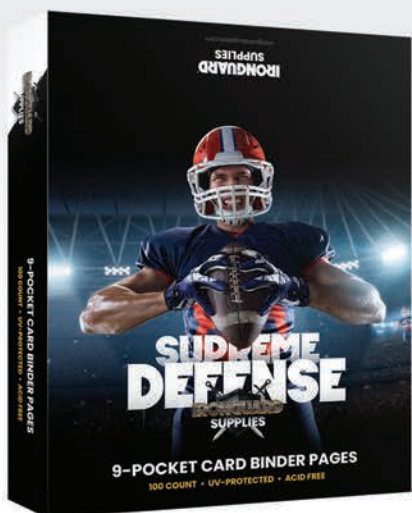
Not every card can get graded, but every card can be protected! Whether your hobby is sports cards, entertainment cards or CCGs, protect your favorite cards with these semi-rigid card holders! Designed for 2.5" by 3.5" cards, these card holders are made of clear vinyl, and feature a 1/2 inch lip. Perfect for long-term storage! 200 card holders per pack.

- RETAIL PACK (200 SLEEVES) DIA STL215479PI

IRONGUARD LABELED TOP LOADERS

You're at first and ten, the bases are loaded, and there's ten seconds left on the clock. Do you steal, blitz, or go for a three-pointer? Whatever you decide, you need to know all your bases are covered, and for that you need IronGuard. Protect your most valuable players with these collector-quality toploaders, perfect for trading, storage, and sending cards in to be graded. Now featuring a "Numbered Card" or "Rookie" label, to identify the rarest of the rare! Designed for regular-thickness 2.5" by 3.5" cards, these 35 pt card holders are made of rigid PVC, and measure 3" by 4". Bundled in packs of 25.

- 35PT RETAIL NUMBERED PACK DIA STL215476PI
- 35PT RETAIL ROOKIE PACK DIA STL215475PI



IRONGUARD 9 POCKET PAGES

You're gonna need a bigger binder! For the ultimate collector, or the well-prepared retailer, it's a box of 100 or 250 9-pocket pages, sized for standard collector cards. Need a quick refill? Top off your card binder with a package of 25 9-pocket pages, with clear or black backs. Fill your -binder to overflowing with pages to put your whole card collection on display! 25-counts are packaged in a hanging bag; 100- and 250-counts are packaged in a full-color counter

- 25 COUNT PACK DIA STL230307PI
- 25 COUNT BLACK PACK DIA STL230313PI
- 100 COUNT DISPLAY DIA STL230304PI
- 250 COUNT DISPLAY DIA STL230315PI

IRONGUARD PENNY SLEEVES

A penny for your thoughts? Because we think your cards need to be protected at all times. Our penny sleeves do the job, and are an incredibly affordable way to maintain the value of your collection. Choose from standard size or graded card size. Sold in packs of 100, which is one of our favorite numbers.

- STANDARD 100 PACK DIA STL230325PI
- GRADED 100 PACK DIA STL230326PI



IRONGUARD ONE-TOUCH MAGNETIC CARD HOLDERS

Magnets are the future, and the future is now! Embrace the wonder of magnets and protect the jewels of your card collection with these high-quality one-touch cardholders! Designed for regular-thickness 2.5" by 3.5" cards, these card holders feature UV protection and simple magnetic closures. No screwdriver required! Perfect for high-value cards! Available in 35pt and 55pt thicknesses.

- 35PT RETAIL PACK (25 HOLDERS) DIA STL215480PI
- 55PT RETAIL PACK (25 HOLDERS) DIA STL215481PI

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!



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IRONGUARD SUPPLIES

IRONGUARD EASY SLIDE PENNY SLEEVES (EXCLUSIVE)

Toploaders and semi-rigid card sleeves are a great way to protect your cards, but getting the cards in and out? THAT'S tough. That's why we've developed new "Easy Slide" penny sleeves, that are designed to go INSIDE an outer layer of protection. They have a longer lip, so getting them in and out is easy -- like the name! Choose from small lip for getting out of toploaders, and large lip for getting out of semi-rigid cardholders. Sold in bags of 100, because 101 seemed like overkill.

SMALL LIP 100 PACK DIA STL280351PI
LARGE LIP 100 PACK DIA STL280353PI



IRONGUARD TEAM SET BAGS

Trying to get the team back together? Keep 'em cozy in our Team Set bags, which can hold up to 30 standard-sized cards comfortably. (Don't ask us how we know they're comfortable.) With these bags, keeping track of teams, players and subsets is easy-peasy. Sold in bags of 100, so you can be General Manager of your own league!

100 PACK DIA STL230418PI



IRONGUARD DECK PROTECTOR BOX

All hands off deck! Keep your card deck out of your sweaty mitts by putting it in one of these opaque deck cases! Holds 100 cards.

BoxPI



IRONGUARD COLOR TOP LOADERS (EXCLUSIVE)

When you're facing down a goblin horde, and all that stands between you and total annihilation are 60 cards and a six-pack of energy drinks, you're gonna need some protection. For your cards, we mean. Protect your deck with these collector-quality toploaders, perfect for light skirmishes, protracted battles and long-term crypt storage. Now featuring a black border or yellow border, to identify your game of choice! Designed for regular-thickness 2.5" by 3.5" cards, these 35pt card holders are made of rigid, dragon-scale-quality PVC, and measure 3" by 4". Bundled in packs of 25.

35PT RETAIL BLACK PACK DIA STL215473PI
35PT RETAIL YELLOW PACK DIA STL215474PI

IRONGUARD 9 POCKET DELUXE PORTFOLIO

No binder? No problem. Put your most collectible of cards in this "cardfolio," a bound set of 20 non-removable 9-pocket pages. Designed for standard collector cards, it is sleek and portable, and is sure to class up any card collection. Feel like a high-powered executive, but instead of a killer presentation, you have a killer deck on top!

BLACK DIA STL215443PI
BLUE DIA STL230319PI



IRONGUARD BOARD GAME SLEEVES

Got a board game you're looking to protect? Whether you're playing it, selling it or saving it for future generations, those board game cards need to be protected from dings and creases. Choose from standard American, mini American, standard European and mini European -- we even protect Tarot cards! Who could have predicted that? Acid free and PVC free.

100 PACK DIA STL230327PI
MINI 100 PACK DIA STL230328PI
EU 100 PACK DIA STL230329PI
EU MINI 100 PACK DIA STL230330PI
TAROT 100 PACK DIA STL230331PI



IRONGUARD DECK PROTECTOR SLEEVES

Want to protect your card and do it in style? These matte card sleeves feature various colors of opaque backs, so you can easily sort different card types. Designed for standard-sized cards. Package of 50.

BLACK 50 PACK DIA STL230344PI
GREEN 50 PACK DIA STL230334PI
GREY 50 PACK DIA STL230332PI
PURPLE 50 PACK DIA STL230336PI
RED 50 PACK DIA STL230335PI
YELLOW 50 PACK DIA STL230333PI

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!

GAMES



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JAPANESE GAMES

JAPANESE TACTICS: GRANBLUE FANTASY

Scheduled to ship in May 2023.



STARTER SETS

Assemble a team of your favorite Granblue Fantasy characters like Gran and Djeeta by combining their ability cards into a deck, and battling your opponent's team on a modular board of interlocking map tiles. Each round, players use their cards to attack and defend with their characters. Any card can be used by any character to provide bonuses for matching colors and action types, but characters can perform powerful unique abilities by using their specific cards.

DJEETA GGD JPG901 PI
GRAN GGD JPG900 PI



VOLUME 1 (12 BOOSTER DISPLAY)

Booster Packs Contain: 1 Acrylic Standee - 1 Character Stat Card - 6 Action Cards - 1 Sticker Sheet. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

GGD JPG902 PI

KEEP DRY GAMES



CORE CONNECTION 2: JADE JUDGEMENT EXPANSION

Core Connection: Jade Judgement is an expansion that introduces an all new way to play the game. Players can choose 1 of 3 scenarios that fundamentally alter gameplay with new cards and rules. Core Connection: Jade Judgement is great for players who enjoy the storytelling aspect of the game, players who are up to a new challenge, and players who just want more Core Connection. Scheduled to ship in May 2023.

GGD JPG135 PI



CORE CONNECTION 2: NABLA CONSPIRACY

Two years ago, the ancient conquerors of Atlantis rose from the depths of the Pacific, leaving the world paralyzed in their wake. But, seven girls stepped forward to face the threat, each possessing the Royal Wavelength required to activate the humanoid weapons known as Resonants. These were the only means of stopping the enemy. In a storm of conflict, the girls battled against Atlantis, eventually defeating Ennosigaios, the Lord of Atlantis. Scheduled to ship in May 2023.

GGD JPG134 PI

KOBOLD PRESS



PREPARED! THE EXPANDED COLLECTION OF ONE-SHOT ADVENTURES HARDCOVER (5E)

Prepared! Expanded Collection offers 25 short, one-shot adventures to keep the game rolling and players entertained while you figure out your next move. Scheduled to ship in August 2023.

PZO KOB9597 \$39.99

KONAMI DIGITAL ENTERTAINMENT

YU-GI-OH! TCG: 25TH ANNIVERSARY TIN - DUELING HEROES

Celebrate our 25th anniversary together with our 25th Anniversary Tin: Dueling Heroes featuring doubled Prismatic Secret Rares and a bonus Quarter Century Secret Rare in every Tin! Prismatic Secret Rares are one of the things Duelists love most about each year's Mega-Packs, since Tins are the ONLY

place to find this exclusive and beautiful rarity type. And this year, we're giving you twice as many in each Tin! Each 25th Anniversary Tin: Dueling Heroes includes 3 x 18-card Mega-Packs, each with TWO Prismatic Secret Rares, two Ultra Rares, a Super Rare, a Rare, and twelve Commons. KON 86112 \$21.99



SPOTLIGHT ON



YU-GI-OH! TCG: DUELIST NEXUS BOOSTER DISPLAY (24)

Take your Synchro Summoning strategies to a whole new universe of speed with new cards inspired by Yu-Gi-Oh! 5D's, including the mighty Crimson Dragon from the anime series, now brought to life as an actual Synchro Monster! Make sure to pick up Assault Synchro from Battles of Legend: Monstrous Revenge so you can get a rolling start on this high-speed strategy! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 86188 \$107.76

KIDS TABLE BOARDGAMES



DICED VEGGIES

In Diced Veggies you take turns with the cleaver, slicing ingredient dice away from the shared chopping block and assigning them to the recipes you're working on. This unique resource-gathering mechanism is the key to your scrumptious success. The particular veggies that your recipes require isn't your only consideration... you can only take a limited number of pips with each chop, and the right dice values can unlock all sorts of drool-worthy Hypes to boost a recipe's score! A clever cleaver is all you need to whip up delicious recipes in this dice-slicing game for up to four chefs! Scheduled to ship in August 2023.

KTG 1100 \$20.00

YU-GI-OH! TCG: SPEED DUEL - STREETS OF BATTLE CITY BOX

Attention Duelists! The Battle City Tournament is underway! In the Yu-Gi-Oh! TCG Speed Duel: Streets of Battle City box, you and your friends can take on the roles of Yugi Muto and Joey Wheeler as they Duel their way to the Battle City quarterfinals. But don't expect it to be easy - many other Duelists have the same goal! Mako Tsunami, Weevil Underwood, and Espa Roba are all vying for a spot as well, and the mysterious Marik has sent Seeker the Rare Hunter, Arkana the Magician, and Strings the Quiet One to stop you!

KON 86169 \$29.99



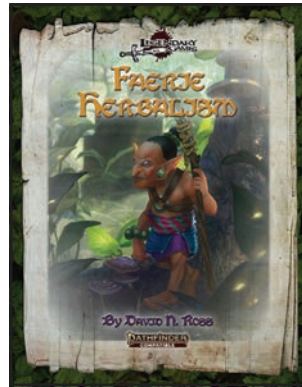
LEGENDARY GAMES



CORRUPTED CLASSES (5E)

In the wasted lands where ravening demon hordes and diabolic legions bring wrath and ruin, your *D&D 5E* heroes and villains must face temptation from the dark powers and choose the path of villainy or the path of light. This capacious codex contains dozens of character options for the heroes and villains of the border wastes where the encroaching power of the nether planes has wracked, warped, and wounded the land itself. You'll also find over two dozen spells and magic items perfect for either side of a corrupted crusade! Scheduled to ship in July 2023.

LGP 351WR085E.....\$13.99



FAERIE HERBALISM (PATHFINDER SECOND EDITION)

Faerie Herbalism introduces a whole new type of treasure from the secret masters of the woodland wilds for your *Pathfinder Second Edition* campaign, allowing you to cultivate and create dozens of new items imbued with the primal power of nature. These herbal items incorporate potencies suitable for every item level, from simple vital herbs and belladonna to wolfsbane and nepenthe! You'll find rules for finding, growing, buying, and selling magical herbs of every kind, as well as cultivated magic items from the mystic wood known as minameith to forge into weapons of woodland war! Scheduled to ship in July 2023.

LGP 579FB02PF2.....\$11.99



INTO THE FEYWEALD (PATHFINDER SECOND EDITION)

Into the Feyweald takes your heroes into a world of adventure in the realms of faerie! Guests at the fairy queen Pryozha's celebration feast, the festivities are interrupted by the creepy, crawly spider-riders serving the wicked witches of the woods! You must take up the quest to find the hidden grove where Yaldira the witch works her dark magic, turning the forest sickly and rotten, battling her evil minions that menace the creatures of the wood. *Into the Feyweald* is a 1st-level *Pathfinder Second Edition* adventure suitable for all ages, but specially designed for those new to roleplaying and those on the younger side. Scheduled to ship in July 2023.

LGP 211LB01PF2.....\$12.99

LETIMAN GAMES



ADORABLINS (DISPLAY 6)

Adorablins is inspired by the Powered by the Apocalypse system used by tabletop RPGs like *Apocalypse World*, *Monster Hearts*, and *Avatar Legends*. The game works like a conversation where you all tell a story together. You'll choose a character to play as by picking an Adorablin card, then choose the adorable companion who will accompany you on your adventure through a magical portal. As players try to overcome challenges or do something risky, the Narrator will call for a dice roll. Scheduled to ship in May 2023.

LTM 200.....\$14.99



ADORABLINS: ADVENTURE PACK - ON THE FARM EXPANSION (DISPLAY 6)

The *Adorablins Adventure Pack* will add 18 more cards to the game and it all fits right inside the tin! The 18 cards are packed in a hook box that features a beautifully illustrated mini map and rollable tables to help start your adventures! Scheduled to ship in May 2023.

LTM 201.....\$9.00

PATHFINDER

PATHFINDER AP #191: THE DESTINY WAR
Continue a campaign in which adventurers race against time to gather the scattered parts of a powerful deck of magical fortune-telling cards.
PZ090191 MSRP \$26.99

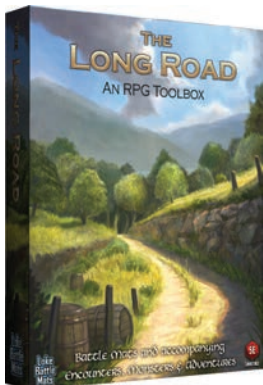
PATHFINDER FLIP-MAT: THE ENMITY CYCLE
Bring The Enmity Cycle to life on your tabletop with this double-sided full-color Flip-Mat featuring key encounter locations on either side!
PZ030129 MSRP \$16.99

PATHFINDER ADVENTURE: THE ENMITY CYCLE
On the cusp of completing a grand project that would wow audiences, a trio of renowned artists suddenly go missing.
PZ09563 MSRP \$24.99

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LOKE BATTLE MATS



RPG TOOLBOX: THE LONG ROAD

The Long Road is an RPG toolbox packed with maps, NPCs, monsters, random encounters and adventures. Inspired by the classic Campaign Setting boxes, these RPG Toolboxes feature modular maps and modular adventures. Scheduled to ship in August 2023.

LBM 040\$39.00



TRAVELLER RPG: THE JOURNAL OF THE TRAVELLERS AID SOCIETY VOLUME 12

Welcome to the Journal of the Travellers' Aid Society, your indispensable guide to adventuring in the Far Future. Each volume is a treasure trove of information and game additions for Traveller, including adventures, new ships, alien creatures from across Charted Space, philosophical musings on the big empires, histories, different takes on familiar equipment, new vehicles, characters to be met in starports, playable alien races, and much, much more... Scheduled to ship in July 2023.

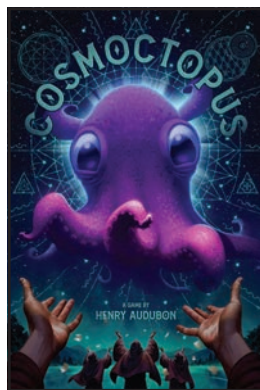
MGP 40083\$24.99

LUCKY DUCK GAMES

COSMOCTOPUS

Cosmoctopus is an engine-building, tentacle-gathering board game for 1 to 4 devotees. Guide Cosmoctopus through the Inky Realm, a Flexible configuration of tiles, to gather resources and obtain powerful cards that represent relics, scripture, hallucinations and constellations. Harness the power of these bizarre objects and experiences, craft potent card combinations and be the first to gain 8 tentacles to win! Your turns are simple; the game's excitement and depth lie in working out how best to use an ever-powerful hand of cards. Scheduled to ship in August 2023.

LKY CSM-R01-EN\$40.00



MONGOOSE PUBLISHING



TRAVELLER RPG: 2300AD: VEHICLES OF THE FRONTIER

Vehicles are more than just transportation for people living on the far flung worlds of the Frontier, and in these pages there are over 100 unique new designs. With everything from bicycles to main battle tanks, from bulldozers to combat walkers, *Vehicles of the Frontier* has a wide scope. Aliens make an appearance too, with a variety of vehicles from the Kaefers, Pentapods, Sung, and Ebers. There are also more options for designing and customising vehicles, including catamaran hulls, cyclo-cranes, low-altitude vehicles, and articulated hulls for big tanks. Scheduled to ship in July 2023.

MGP 20026\$49.99



TRAVELLER RPG: THE JOURNAL OF THE TRAVELLERS AID SOCIETY VOLUME 11

Welcome to the Journal of the Travellers' Aid Society, your indispensable guide to adventuring in the Far Future. Each volume is a treasure trove of information and game additions for Traveller, including adventures, new ships, alien creatures from across Charted Space, philosophical musings on the big empires, histories, different takes on familiar equipment, new vehicles, characters to be met in starports, playable alien races, and much, much more... Scheduled to ship in July 2023.

MGP 40082\$24.99

MONUMENT HOBBIES

PRO ACRYL (22ML)

Scheduled to ship in May 2023.



BROWN WASH

MON MPA-201\$5.40



NINJON SERIES - DARK WARM FLESH

MON MPA-S08\$5.00

OINK GAMES



MAKE THE DIFFERENCE

For everyone that has ever wanted to make their own Spot the Difference puzzle, this is the board game for you! With your friends, with your family, have some fun together! Scheduled to ship in August 2023.

ONK MTD\$30.00

TIGER AND DRAGON

The ultimate kung fu showdown between martial arts masters is about to begin. This is *Tiger & Dragon*. In order to defeat your opponent, you must determine which skills you should finish off with and which ones you should use while fighting. Scheduled to ship in August 2023.

ONK 284\$39.00



OSPREY GAMES



FROSTGRAVE: THE WILDWOODS

This supplement brings a new dimension to games of Frostgrave, allowing players to lead expeditions into the wilderness north of the city, searching for undiscovered ruins and facing the perils of the Wildwoods. Scheduled to ship in June 2023.

OSP FGV018.....\$30.00

PAIZO PUBLISHING

PATHFINDER RPG: ADVENTURE PATH - SKY KING'S TOMB PART 2 OF 3 - CULT OF THE CAVE WORM (P2)

Cult of the Cave Worm is a Pathfinder adventure for four 5th-level characters, continuing the Sky King's Tomb Adventure Path, a three-part monthly campaign in which a group of adventurers travel deep underground to discover a legendary dwarven king's tomb, seek subterranean treasures, and heal millennia-old injustices — all while stopping an ambitious villain from weaponizing those same discoveries. This adventure also includes a study of cave worm ecology, a gazetteer of the duergar city Hagegraf, potent relics, and several monsters to threaten underground explorers. Scheduled to ship in August 2023.

PZO 90194.....\$26.99



PATHFINDER RPG: FLIP-MAT - UNDERGROUND CITY MULTI-PACK

Be they complex fortified settlements built ages ago by long-gone ancients or more recent creations still populated by a vibrant society, underground cities present an unusual and complex adventuring environment. This four-sided Flip-Mat collection provides four huge panels of underground city environments and providing a diverse set of subterranean urban battlefields suitable for any fantasy RPG campaign. Scheduled to ship in August 2023.

PZO 30131.....\$26.99

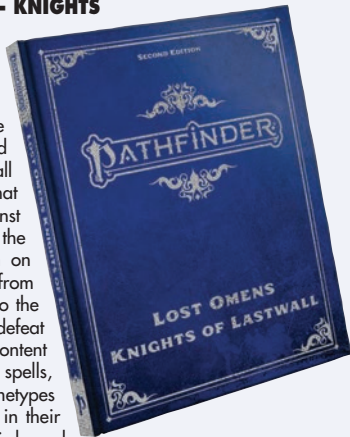
SPOTLIGHT ON



PATHFINDER RPG: LOST OMENS - KNIGHTS OF LASTWALL HARDCOVER (SPECIAL EDITION) (P2)

Fulfill your oath! When the armies of the Whispering Tyrant marched on Lastwall, the keeps and cities may have fallen, but its people and their spirit did not falter! *Lost Omens Knights of Lastwall* takes a detailed look at the knights that took up arms to continue the fight against the undead hordes and evils that roam the world. This book presents information on the Knights of Lastwall organization, from joining the ranks, to knightly training, to the missions to protect the innocent and defeat evil. The book also features new rules content including new equipment, magic items, spells, and support for Knights of Lastwall archetypes for players who want to play a knight in their campaigns! This deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark. Scheduled to ship in August 2023.

PZO 9312-SE.....\$59.99



PLAID HAT GAMES



FREELANCERS: A CROSSROADS GAME

Freelancers: A Crossroads Game condenses the fantasy RPG campaign experience into a single night of fun and mayhem. Create a character, roll funky dice, and blaze your way through multiple stories set in a world of magic, monsters, and murder. Better yet, no game master is required, as a magical companion app does all the storytelling for you! Immerse yourself in fully-voiced, industry-leading audio as you play. Explore hundreds of branching paths in five highly replayable campaigns. Scheduled to ship in August 2023.

PHG 3800.....\$59.95

SUMMONER WARS 2ND EDITION EXPANSIONS

Scheduled to ship in August 2023.



CRIMSON ORDER

Embrace entropy with the ever-hungry Crimson Order. Baron Daemar and his children know that death and decay will lay claim to aught. They feast upon those who oppose them, then grant unlife with their vampiric blood. Frustrate your foe with an enemy that grinds their forces down, all while healing their own!

PHG 3613.....\$14.95



MOUNTAIN VARGATH

Bring the uncaring harshness of the mountain to the battlefield! General Sundered and his army of goat-folk apply brute force to every problem, smashing, ramming, and shoving any who get in their way. Reshape the battlefield as you see fit, then dominate it with the Mountain Vargath!

PHG 3612.....\$14.95

POKÉMON USA



POKÉMON TCG: PALDEA LEGENDS TIN

Traverse the hills, waters, and sky of the Paldea region with a Legendary Pokémon by your side! Choose the primal intensity of Koraidon ex or the polished fortitude of Miraidon ex, each boasting a useful Ability and strong attack, and then build up your collection with even more Pokémon and Trainer cards inside a handful of booster packs.

PUI 210-85285.....PI

SPOTLIGHT ON



POKÉMON TCG: SCARLET & VIOLET - PALDEA EVOLVED BOOSTER BUNDLE CASE (25)

Energy surges as new powers awaken and perilous legends are revealed! First partners Meowscarada ex, Skeledirge ex, and Quaquaval ex have evolved to take the stage with mesmerizing magic, song, and dance. Meanwhile, Forretress, Slowking, and Dedenne shine as Tera Pokémon ex, and Chien-Pao ex, Ting-Lu ex, and others bring daunting strengths requiring courage to command. Even Pikachu joins the Pokémon ex party in the *Pokémon TCG: Scarlet & Violet—Paldea Evolved* expansion!

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 185-87362.....PI



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SPOTLIGHT ON



POKÉMON TCG: SCARLET & VIOLET - PALDEA EVOLVED BOOSTER DISPLAY (36)

Energy surges as new powers awaken and perilous legends are revealed! First partners Meowscarada ex, Skeledirge ex, and Quaquaval ex have evolved to take the stage with mesmerizing magic, song, and dance. Meanwhile, Forretress, Slowking, and Dedenne shine as Tera Pokémon ex, and Chien-Pao ex, and others bring daunting strengths requiring courage to command. Even Pikachu joins the Pokémon ex party in the *Pokémon TCG: Scarlet & Violet—Paldea Evolved* expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 185-86349.....PI



POKÉMON TCG: SCARLET & VIOLET - PALDEA EVOLVED BUILD & BATTLE BOX DISPLAY (10)

Energy surges as new powers awaken and perilous legends are revealed! First partners Meowscarada ex, Skeledirge ex, and Quaquaval ex have evolved to take the stage with mesmerizing magic, song, and dance. Meanwhile, Forretress, Slowking, and Dedenne shine as Tera Pokémon ex, and Chien-Pao ex, Ting-Lu ex, and others bring daunting strengths requiring courage to command. Even Pikachu joins the Pokémon ex party in the *Pokémon TCG: Scarlet & Violet—Paldea Evolved* expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 185-86371.....PI



POKÉMON TCG: SCARLET & VIOLET - PALDEA EVOLVED BUILD & BATTLE STADIUM

Build two decks with a friend - and then play right away! This *Pokémon TCG: Scarlet & Violet - Paldea Evolved Build & Battle Stadium* contains a massive set of cards, including two Build & Battle Boxes. Each *Build & Battle Box* contains four booster packs and a 40-card deck

that includes an exclusive foil card. You can play these decks right out of the box, or enhance them with cards from the booster packs. Get ready to face your opponents in the *Build & Battle Stadium*! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 185-85372.....PI

SPOTLIGHT ON



POKÉMON TCG: SCARLET & VIOLET - PALDEA EVOLVED CHECKLANE BLISTERS CARTON (16)

Energy surges as new powers awaken and perilous legends are revealed! First partners Meowscarada ex, Skeledirge ex, and Quaquaval ex have evolved to take the stage with mesmerizing magic, song, and dance. Meanwhile, Forretress, Slowking, and Dedenne shine as Tera Pokémon ex, and Chien-Pao ex, Ting-Lu ex, and others bring daunting strengths requiring courage to command. Even Pikachu joins the Pokémon ex party in the *Pokémon TCG: Scarlet & Violet—Paldea Evolved* expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 185-85356.....PI



POKÉMON TCG: SCARLET & VIOLET - PALDEA EVOLVED ELITE TRAINER BOX

Energy surges as new powers awaken and perilous legends are revealed! First partners Meowscarada ex, Skeledirge ex, and Quaquaval ex have evolved to take the stage with mesmerizing magic, song, and dance. Meanwhile, Forretress, Slowking, and Dedenne shine as Tera Pokémon ex, and Chien-Pao ex, Ting-Lu ex, and others bring daunting strengths requiring courage to command. Even Pikachu joins the Pokémon ex party in the *Pokémon TCG: Scarlet & Violet—Paldea Evolved* expansion!

PUI 185-85366.....PI

SPOTLIGHT ON



POKÉMON TCG: SCARLET & VIOLET - PALDEA EVOLVED SLEEVED BOOSTER CASE (144)

Energy surges as new powers awaken and perilous legends are revealed! First partners Meowscarada ex, Skeledirge ex, and Quaquaval ex have evolved to take the stage with mesmerizing magic, song, and dance. Meanwhile, Forretress, Slowking, and Dedenne shine as Tera Pokémon ex, and Chien-Pao ex, Ting-Lu ex, and others bring daunting strengths requiring courage to command. Even Pikachu joins the Pokémon ex party in the *Pokémon TCG: Scarlet & Violet—Paldea Evolved* expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 185-87350.....PI



SPOTLIGHT ON



POKÉMON TCG: SCARLET & VIOLET - PALDEA EVOLVED THREE-BOOSTER BLISTER CARTON (24)

Energy surges as new powers awaken and perilous legends are revealed! First partners Meowscarada ex, Skeledirge ex, and Quaquaval ex have evolved to take the stage with mesmerizing magic, song, and dance. Meanwhile, Forretress, Slowking, and Dedenne shine as Tera Pokémon ex, and Chien-Pao ex, Ting-Lu ex, and others bring

daunting strengths requiring courage to command. Even Pikachu joins the Pokémon ex party in the *Pokémon TCG: Scarlet & Violet—Paldea Evolved* expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 185-87353.....PI



POKÉMON TCG: TRAINER'S TOOLKIT (2023)

Turn your card collection into playable, fun, and competitive *Pokémon Trading Card Game* decks! Inside this box, you'll find a plethora of Trainer cards and Energy cards, plus a Deck Builder's Guide to putting them all together to create a deck that showcases your best Pokémon!

You'll find everything you need to help you make the choices every deck builder faces: More big Pokémon? More strategic Trainer cards? How much Energy is too much? Steer a course for completely new decks, original combos, and all the fun of head-to-head competition with the *Pokémon TCG: Trainer's Toolkit*!

PUI 290-85239.....PI



PORTAL GAMES

ELEVEN: UNEXPECTED EVENTS EXPANSION

New Breaking News and Board Meeting cards from this expansion influence the Reputation level of your club, which is marked on the new Reputation track. Depending on your Reputation level, your club will gain benefits or penalties in the upcoming Matches. Scheduled to ship in May 2023.

PLG 2218 \$20.00

PRIVATEER PRESS

IRON KINGDOMS RPG

Scheduled to ship in May 2023.



NIGHTMARE EMPIRE BOOK REQUIEM EXPANSION BOOK

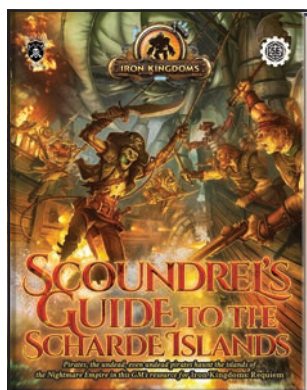
Nightmare Empire and its companion books cast a spyglass on the Scharde Islands and Cryx. This massive archipelago contains numerous islands inhabited by unscrupulous pirates, bold seafarers, and the ranks of the undead. *Nightmare Empire* expands the setting of *Iron Kingdoms: Requiem* with a comprehensive region to explore, one with its own stories, intrigue, and perils for characters to experience while traveling the high seas. If you've ever wanted to cross swords with legions of machine-enhanced undead on the deck of a warship, longed to play as a wraith who wields a pair of pistols, or sought to command a black-iron hulled war machine, *Nightmare Empire* is the book for you.

PIP 488 \$49.99



NIGHTMARE EMPIRE MINIATURE SET OF 4

PIP 494 \$19.99



SCOUNDREL'S GUIDE TO THE SCHARDE ISLANDS REQUIEM EXPANSION BOOK

The Scoundrel's Guide is an inside look at the perils and opportunities waiting in the Scharde Islands and the Nightmare Empire. Presented by notorious pirate — we mean privateer — Bartolo "Broadsides Bart" Montador and his associates, *The Scoundrel's Guide* gives GMs a toolbox of options for their players to fight on the high seas, delve into the rugged islands in search of treasure and adventure, and battle some of the most horrifying monsters to ever crawl out of the blighted seas of the Nightmare Empire.

PIP 489 \$39.99

TALES FROM THE BLACKWATER CANTINA REQUIEM EXPANSION BOOK

Muster a crew and set sail for adventure in the Nightmare Empire! Prepare to lead a band of daring sea dogs through four different adventures, each set in an iconic location of the Dragonfather's domain. Players will go from outrunning the gangs of the pirate haven of Blackwater to finding themselves caught up in the web of the Lich Lords by the time they've completed all four adventures in this volume, which offers scenarios for every level of play! Scheduled to ship in May 2023.

PIP 490 \$19.99



Tsuro: Phoenix Rising

Illuminate Your Path!
 Become a brave Phoenix, gliding
 across the twilight to reach
 glowing lanterns and transform
 them into new stars

Game play
20-50
 minutes
 Ages
8+
 2-8
 players

Calliope
 Games

www.CalliopeGames.com

**MONSTERPOCALYPSE**

Scheduled to ship in May 2023.

**CHARGHOULS AND MIASMISTS, THE WASTE UNITS**

PIP 51202 PI

**TOXIC WASTE DEPOT, THE WASTE BUILDING**

PIP 51201 PI

**ZEEROX COLLABORATOR MONSTER**

PIP 51205 PI

MONSTERPOCALYPSE

Scheduled to ship in July 2023.

**ARCHIPELAGON TRITONS**

PIP 51203 PI

**KRAKEN HATCHLINGS, ORCA HUNTSMEN AND SEA DRAGON TRITONS**

PIP 51204 PI

MONSTERPOCALYPSE

Scheduled to ship in August 2023.

**MEGATON MASHUP 2: KING OF THE KHANS EXPANSION (METAL/RESIN)**

PIP 51193 PI

**RIOT QUEST: PE(S)TS EXPANSION (METAL/RESIN)**Scheduled to ship in August 2022
PIP 63077 \$29.99**WARMACHINE MKIV**

Scheduled to ship in May 2023.

**CYGNAR STORM LEGION THE GENERAL CHARACTER WARJACK PACK**

PIP 21022 \$12.99

**CYGNAR ZEPHYR 80 MM SOLO (RESIN)**

PIP 21021 \$64.99

**DUSK HOUSE KALLYSS CORE ARMY STARTER (RESIN) W/MAGNET PACK**

PIP 27000 \$199.99

**DUSK HOUSE KALLYSS EIDOLON HEAVY WARJACK**

PIP 27004 \$44.99

**DUSK HOUSE KALLYSS GHOST LIGHT WARJACK**

PIP 27005 \$34.99

**DUSK HOUSE KALLYSS HAZAROTH, NARCISSAR OF RUIN WARCASTER**

PIP 27003 \$14.99

**DUSK HOUSE KALLYSS ISRAFYL CHARACTER WARJACK PACK**

PIP 27022 \$12.99

**KHADOR AC-2 BISON 80MM SOLO (RESIN)**

PIP 24021 \$74.99

**KHADOR WINTER KORPS MEDVEDITSA CHARACTER WARJACK PACK**

PIP 24024 \$12.99

**ORGOTH SEA RAIDERS MOLOK CHARACTER WARJACK PACK**

PIP 22022 \$12.99

**ORGOTH SIEGE TARASK 80 MM SOLO (RESIN)**

PIP 22021 \$69.99

PRIVATEER PRESS HOBBY MAGNET PACK

PIP 21192 \$12.99

WARMACHINE MKIV

Scheduled to ship in June 2023.

**BRINEBLOOD MARAUDERS CORE ARMY STARTER**

PIP 28000 \$199.99



DUSK HOUSE KALLYSS ARMY EXPANSION
PIP 27002\$129.99



VOID ENGINE AND WIGHTS
PIP 27013\$64.99

Q-WORKSHOP

DOGS DICE SET (7)

Scheduled to ship in July 2023.



BELLA
QWS SDOG3\$20.00

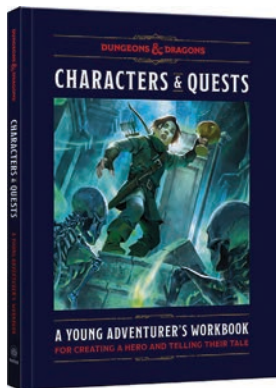


LUNA
QWS SDOG1\$20.00



MAX
QWS SDOG2\$20.00

RANDOM HOUSE



DUNGEONS & DRAGONS RPG: A YOUNG ADVENTURER'S GUIDE - CHARACTERS AND QUESTS (HARDCOVER)

For young players just discovering the magical world of *Dungeons & Dragons*, designing their own characters can be exciting yet intimidating. *The Worldbuilder's Workbook for Young Adventurers* is a space for capturing thoughts, brainstorming, and sketches all in one place! Inside you'll find: Easy-to-choose character-building guides with characteristics to check off, such as race, class, background, and personality.
RHP 707\$15.99



DUNGEONS & DRAGONS RPG: A YOUNG ADVENTURER'S GUIDE - THE MONSTERS & CREATURES COMPENDIUM (HARDCOVER)

Discover the terrifying monsters and fascinating beasts of *Dungeons & Dragons* with this A-to-Z illustrated guide to all the creatures you might encounter during your adventures. In this single-volume collection of all the creature profiles from the first six books in the Young Adventurer's Guide series, you'll find the wild and wondrous creatures that populate the world of *Dungeons & Dragons*.
RHP 471\$24.99

SPOTLIGHT ON



MARVEL MULTIVERSE RPG: THE CATACLYSM OF KANG

This edition provides an epic campaign to stop Kang the Conqueror! Kang the Conqueror crosses the Multiverse to find the greatest weapon in any reality, and only your Super Heroes can stop him! Written by the d616 System co-creator and New York Times-bestseller Matt Forbeck and packed with illustrations by Marvel's incredible army of artists. The *Cataclysm of Kang* features a series of six linked adventures, one for each Rank of characters, 1 through 6. Play through with a new team each time, or form a campaign that takes players from street-level heroes to cosmic champions.
RHP 566\$49.99



DUNGEONS & DRAGONS MINI SHAPED JIGSAW PUZZLES



THE BEHOLDER EDITION
RHP 0707\$14.99



THE DEMOGORGON EDITION
RHP 684\$14.99



THE MIMIC EDITION
RHP 691\$14.99

RAVENSBURGER

DISNEY LORCANA TCG: THE FIRST CHAPTER



FEATURED ITEM



BOOSTER DISPLAY (24)

Unlike starter decks, booster packs contain twelve random cards from *Disney Lorcana: The First Chapter*. Use booster packs to build and customize your deck with abilities and characters beyond those found in starter decks. Each booster contains twelve randomized cards: 6 common cards, 3 uncommon cards, 2 rare, super rare, or legendary cards, 1 foil card (random rarity level). **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
RVN 11098190\$143.76



Disney LORCANA

TRADING CARD GAME

10 PAGE PORTFOLIO - MALEFICENT
RVN 11098184.....\$19.99



10 PAGE PORTFOLIO - STITCH
RVN 11098224.....\$19.99



CARD SLEEVES - CAPTAIN HOOK
RVN 11098176.....\$9.99



DECK BOX - CAPTAIN HOOK
RVN 11098179.....\$5.99



CARD SLEEVES - ELSA
RVN 11098177.....\$9.99



DECK BOX - ELSA
RVN 11098180.....\$5.99



CARD SLEEVES - MICKEY MOUSE
RVN 11098178.....\$9.99



DECK BOX - MICKEY MOUSE
RVN 11098181.....\$5.99



FEATURED ITEM



GIFT SET

The gift set includes two collectible oversized foil cards and two playable foil game cards in addition to game tokens and four boosters. The gift set for *Disney Lorcana: The First Chapter* will feature Mulan Imperial Soldier and Hades King of Olympus. Gift sets include: 2 oversized foil cards, 2 playable foil cards, 34 game tokens, 4 booster packs of 12 additional game cards each.

RVN 11098175.....\$29.99



FEATURED ITEM



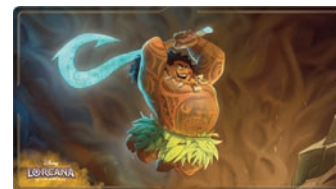
ILLUMINEER'S TROVE

The ultimate treasure for both collectors and players, the Illumineer's Trove includes a full-art storage box, two deck boxes, eight booster packs, a player's guide, and more. The player's guide offers a look into the world of Lorcana as well as a complete visual guide to all cards in *Disney Lorcana: The First Chapter*. Also included are deckbuilding tips and game strategies. The *Illumineer's Trove* includes: 1 storage box, 2 deck boxes, 8 booster packs, 15 game tokens, 1 player's guide. Lorcana products will only be available to brick and mortar stores.

RVN 11098174.....\$49.99



NEOPRENE MAT - MALEFICENT
RVN 11098183.....\$19.99



NEOPRENE MAT - MAUI
RVN 11098182.....\$19.99

NEOPRENE MAT - MICKEY MOUSE
RVN 11098223.....\$19.99



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JUN 2023

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FEATURED ITEM



STARTER DECK CARTON (12)

To play *Disney Lorcana*, each player will need a deck of sixty cards. Ready-to-play starter decks contain a preconstructed deck with a specific card list. If you're new to trading card games, or if you want to experience the game with a deck designed and tested by Team Lorcana, this is a good place to start. Each starter deck includes: 1 starter deck of 60 cards, including 2 foil cards of the characters on the package front, 11 game tokens, 1 rulebook, 1 booster pack containing 12 randomized cards. Lorcana products will only be available to brick and mortar stores **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

RVN 11098189 \$203.88

LEVEL 8

An easy-to-learn card game perfect for a relaxed game night. Draw cards from a center deck and your opponents discard piles to form a series of combinations, starting at level one and going up to level eight. Be the first player to reach Level 8 to win.

RVN 20898 \$9.99



REAPER MINIATURES

BONES BLACK

Scheduled to ship in June 2023.



FEMALE WRAITH

RPR 07082 \$6.99



FIRE DRAGON HATCHLING

RPR 30118 \$6.99



GHOULS AND GHAST (3)

RPR 07083 \$6.99



KARS KARVAL, LICH

RPR 30117 \$6.99



MOOR TROLL

RPR 07084 \$7.99

TOWNSFOLK - COOPER AND BLACKSMITH

RPR 30124 \$8.99

TOWNSFOLK - COURTESANS

RPR 30123 \$8.99



TOWNSFOLK - SAGE AND MILK MAID

RPR 30121 \$8.99



VAMPIRE BLOODLORDS (2)

RPR 07081 \$8.99



AGRAMON BOXED SET

RPR 77936 \$22.99



NYARLATHOTEP BOXED SET

RPR 77967 \$44.99

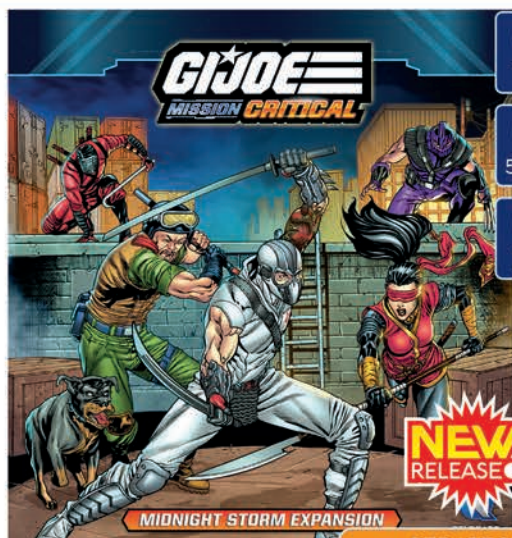
RESTORATION GAMES



UNMATCHED: MARVEL - BRAINS AND BRAWN

Unmatched: Brains and Brawn, the fifth and final *Unmatched: Marvel* set, features some of Marvel's hottest heroes: Spider-Man, Dr. Strange, and She-Hulk. Spidey swings around the battlefield, using his spider-sense to keep him safe. Dr. Strange has, well, the best card names in the game: Behold the Seven Suns of Cinnibus! And She-Hulk won't think twice about throwing the book — or whatever heavy happens to be nearby — at you. Scheduled to ship in August 2023.

REO 9315 \$49.95



14+

50-70

2-5

NEW!
RELEASE!

MIDNIGHT STORM EXPANSION

STRATEGY

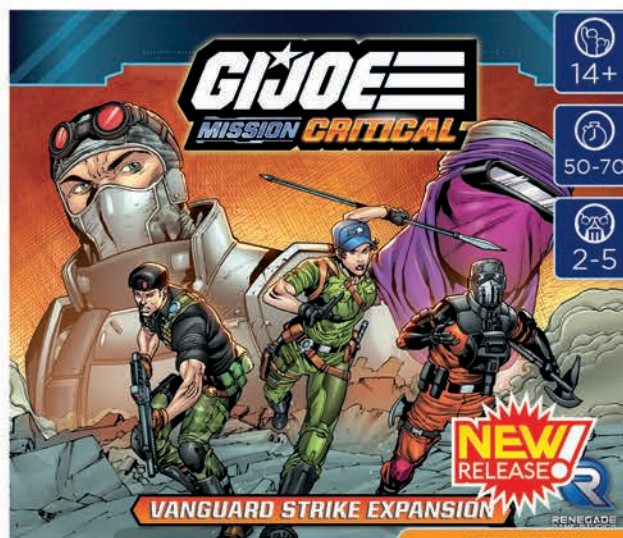
G.I. JOE
MISSION CRITICAL: MIDNIGHT STORM

- Play as new Heroes - Jinx & Mutt/Junkyard
- Introduces a new boss - Storm Shadow!
- 2 new lieutenants - Slice & Dice!
- 12 foot soldiers - Red Ninjas!

RGS02594

\$60

Q3 RELEASE



14+

50-70

2-5

NEW!
RELEASE!

VANGUARD STRIKE EXPANSION

STRATEGY

G.I. JOE
MISSION CRITICAL: VANGUARD STRIKE

- Play as new Heroes - Flint, Lady Jaye, and Barbecue
- 3 new vehicles!
- New lieutenant - Aleph, leader of the Night Creepers!
- New Nemesis - Firefly!

RGS02595

\$45

Q3 RELEASE



12+

NEW!
RELEASE!

ROLEPLAYING

G.I. JOE
ROLEPLAYING GAME COBRA DICE SET

- 8-piece dice set with everything needed to play
- 2 d20, 1 d12, 1 d10, 1 d8, 1 d6, 1 d4, 1 d2 coin
- Dice feature the iconic Cobra symbol

RGS02461

\$15

Q3 RELEASE



14+

NEW!
RELEASE!

ROLEPLAYING

G.I. JOE
ROLEPLAYING GAME COBRA DICE BAG

- Allows you to use all your Power Rangers Deck-Building Game cards in an epic crossover experience!
- Team up with Rangers from across the eras to defeat Lord Drakkon!

RGS02462

\$15

Q3 RELEASE



13+

STRATEGY

THE SEARCH FOR LOST SPECIES

- Follow up to the hit game The Search for Planet X!
- Use logic and deduction to search for species thought to be extinct.

RGS02468

\$45

NOW AVAILABLE



14+

NEW!
RELEASE!

STRATEGY

VAMPIRE: THE MASQUERADE
RIVALS THE HUNTERS & THE HUNTED

- New Core Set! Contains everything you need to play right out of the box!
- 4 pre-constructed Player Decks - 2 Hunter Cells (Faithful & Inquisitive) & 2 Vampire Clans (Ministry & Caitiff)!

RGS02583

\$60

Q3 RELEASE

**RENEGADE**
GAME STUDIOSWWW.RENEGADEGAMES.COM



GAMES

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TRANSFORMERS

14+

5-7

NEW RELEASE

ROLEPLAYING

TRANSFORMERS ROLEPLAYING GAME: THE TIME IS NOW ADVENTURE BOOK

- Face off against iconic Decepticon enemies including Soundwave and Mindwipe
- New enemies to face, locations to explore, and maps for tactical combat!
- Start with 2nd-level characters and advance up to level 6 when you finish!

RGS01125

\$45

Q3 RELEASE



CORE RULEBOOK

NEW RELEASE

ROLEPLAYING

WEREWOLF: THE APOCALYPSE ROLEPLAYING GAME

- New core rulebook within the World of Darkness
- Includes an introductory story.
- 300+page hardcover full-color book

RGS01136

\$55

AUGUST RELEASE



14+

ROLEPLAYING

POWER RANGERS ROLEPLAYING GAME STANDEE PACK #1

- Standees for Threats, NPCs, and Player Characters!
- 191 full color standees
- 28 plastic bases
- 5 different base sizes that work on a 1" grid system!

RGS02532

\$50

NOW AVAILABLE



14+

ROLEPLAYING

HUNTER: THE RECKONING DICE BAG

- Features the iconic flame symbol!
- High quality, double-lined fabric!
- Soft interior liner keeps dice scratch-free and safe.
- Measures 6.25" x 8.5" when flat.

RGS02602

\$15

Q3 RELEASE



14+

ROLEPLAYING

VAMPIRE: THE MASQUERADE DICE BAG

- Features the iconic ankh symbol!
- High quality, double-lined fabric!
- Soft interior liner keeps dice scratch-free and safe.
- Measures 6.25" x 8.5" when flat.

RGS02603

\$15

Q3 RELEASE



**1930**

The Golden Age of Airlines. 1930 is a game set in the early stages of aviation. The players take on the roles of aviation investors, promoters, and presidents with the general objective of making money. A player's wealth is accumulated mainly through owning Stock Tokens of stock in the ten Aviation Airlines included in the game. Stock Tokens make money in two ways they can provide ready cash via dividend payments paid during the Income Action and they can increase in value over the course of the game. The player with the most assets in cash and stock at the end of the game is the winner. Scheduled to ship in June 2023.

RGG 640 PI

**BALKAN RAILWAYS**

The Balkans have long been a land of mystery and strife. The promise of the newfangled railways has brought unusual co-operation to the leaders of the disparate states of this land. Croatia, Serbia, Bosnia, Kosovo, and Bulgaria, along with the powerful rulers of the Ottoman Empire and the Austrian-Hungarian Empire, see the immense bounty to be realized with railways connecting East West. Steep mountains must be overcome and isolated valleys must be reached to attain the goal of a true Orient Express. Merchants see the vast potential wealth to be gained and work to fund this dream and become rich themselves. Scheduled to ship in June 2023.

RGG 644 \$39.95

**SEAS OF STRIFE**

A clear and beautiful day at sea! That's what you had planned when you left port this morning. Unfortunately, the ocean is often fickle, and today has turned out to be no exception. Now you must face a variety of hazards before you can reach safety! Can you navigate the troubled waters to return to port with your boat (and your sanity) intact? This is Texas Showdown by Mark Major re-themed. Scheduled to ship in June 2023.

RGG 639 \$14.95

ROLE 4 INITIATIVE**D6 DICE SET: DIFFUSION SET OF 12D6 (18MM)**

Scheduled to ship in June 2023.

**42**

R4I 50515-12P \$20.99

**DRAGON'S HOARD**

R4I 50505-12P \$19.99

**AMETHYST**

R4I 50407-12P \$17.99

**EL DORADO**

R4I 50412-12P \$17.99

**ATLANTIS**

R4I 50410-12P \$17.99

**FAERIE MAGIC**

R4I 50507-12P \$19.99

**CITRUS**

R4I 50406-12P \$17.99

**GLACIER**

R4I 50403-12P \$17.99



Scheduled to ship in June 2023.

RGG 337 \$49.95

CHATEAU ROQUEFORT

Monsieur de Montfort no longer lives in his Chateau. When he vacated the premises, the highly acclaimed gourmet left behind a collection of the finest cheeses in the world. As the years passed, the cheese aged, but so did the Chateau. Now the mice that search the Chateau for the cheese treasures must be careful or fall into holes which have opened in the floors as the building aged, making the Chateau one of the largest mouse traps under the starlit sky. Welcome to the craziest Chateau in the gaming world! Not only can children shine in Chateau Roquefort with their unbeatable memories, but they improve also their abilities to anticipate what lies ahead!

**DRUIDS**

The Druids of different tribes compete within the Sacred Forest, with the aim of being named Archdruid. Each Player controls a Druid and his Animal Companion (a Wolf) and will have to manipulate the forces of Nature (i.e., the 4 Elements: Water, Air, Fire, Earth), generate Magic Gems and activate a series of several Druidic Runes in order to succeed. The Druid who activates the most powerful series of Runes will become the Archdruid of the Forest. Scheduled to ship in June 2023.

RGG 643 PI

**MONSTER FACTORY**

Monster Factory is a tile-placement game for anyone who enjoys building things and making monsters. Players take turns drawing and placing tiles, either adding to their own monsters or to those of their opponents. The goal is to make monsters that are big, but not so big that they go unfinished. Scheduled to ship in June 2023.

RGG 467 \$29.95



GAMES

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KOI POND
R4I 50508-12P\$18.99



THUNDERBIRD
R4I 50513-12P\$18.99



OLYMPUS
R4I 50416-12P\$17.99



VOLCANIC BLAST
R4I 50517-12P\$19.99



PHYLACTERY
R4I 50417-12P\$17.99



WRAITH
R4I 50514-12P\$18.99

D6 DICE SET:
SET OF 12D6 (18MM)
Scheduled to ship in June 2023.



SLIME GREEN
R4I 50404-12P\$17.99



EMERALD DRAGON SHIMMER
R4I 50302-12P\$10.99



STARLIGHT
R4I 50518-12P\$19.99



FAERIE DRAGON SHIMMER
R4I 50304-12P\$10.99

UNSTABLE GAMES

HAPPY LITTLE DINOSAURS
SMILE, IT'S ALMOST OVER.

HERE TO SLAY

UNSTABLE UNICORNS
BUILD A UNICORN ARMY, BETRAY YOUR FRIENDS.
UNICORNS ARE THEIR TRAGIC FATE.

HERE TO SLAY
VINYL MINI SERIES

TICK TACK DRAGONS vs. UNICORNS

GET THEM NOW!



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MARBLE BLUE
R4I 50201-12P\$10.99



MARBLE PURPLE
R4I 50203-12P\$10.99



MARBLE CARAMEL
R4I 50206-12P\$10.99



MARBLE RED
R4I 50204-12P\$10.99



MARBLE GREEN
R4I 50202-12P\$10.99



SEADRAGON SHIMMER
R4I 50301-12P\$10.99



MARBLE LATTE
R4I 50205-12P\$10.99



STEEL DRAGON SHIMMER
R4I 50303-12P\$10.99

ROLL FOR COMBAT

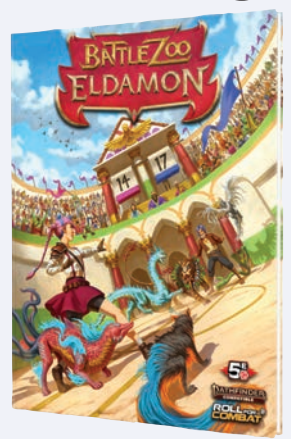
SPOTLIGHT ON



BATTLEZOO BESTIARY: STRANGE & UNUSUAL
The *Battlezoo Bestiary: Strange & Unusual* for D&D 5E is filled with over 150 award-winning monsters, expanded rules for the Monster Parts system, the Aberrant Soul archetypes, new backgrounds, magic items, and more! Includes both the hardcover versions and the PDFs for free! Are you ready for the weirdest and most unexpected award-winning monsters around? Scheduled to ship in May 2023.
5E RFC 23021\$49.99
P2 RFC 23020\$49.99

SPOTLIGHT ON

BATTLEZOO ELDAMON
Befriend, Train, Battle, and Evolve over 160 monsters with 13 distinctive elements with *Battlezoo Eldamon*! Eldamon are ancient creatures slightly out of phase with reality that like to meld into items, creatures, and locations. You can add them seamlessly into any setting, allowing characters to interact with and collect them without disrupting the established adventure or requiring the GM to rebuild or change the encounters. Scheduled to ship in July 2023.
5E RFC 23031\$59.99
P2 RFC 23030\$59.99



ROLLACRIT

HEROES OF BARCADIA



HEROES OF BARCADIA BOARD GAME
Heroes of Barcadia! This box contains everything you need to play the game (except drinks), including a set of SIX high-quality (and dishwasher safe!) health bar cups, and water-proof dungeon tiles. Build out your dungeon, fight monsters, and collect Power-Ups to advance your abilities. Nice Guys finish last in this fast-paced, ever-changing, pun-tastic party game for everyone!
DIA STL274973PI



DICE TRAY OF HEROES
DIA STL274978PI



ENHANCED DICE SET
DIA STL274976PI



DIY BOOSTER PACK
If there's something we can totally relate to, it's that great ideas for gaming cards come up all the time while actually playing *Heroes of Barcadia*. NOW...with the *Heroes of Barcadia* Booster Pack, you can make sure to actually remember all those great ideas by writing them down!
DIA STL274977PI



PARTY PACK EXPANSION
When a Six-Pack of *Heroes* just isn't enough, expand your party to 8 Players! This game expansion includes additional cups, new dungeon rooms, dice, and cards.
DIA STL274974PI



POTION OPENER
Ever had potion bottle mishaps? Thankfully, during her time at the Academy of Undeen Spirits, Intoxica developed this handy *Heroes of Barcadia* *Potion Opener* to make potion opening simple and easy — no more *Potion Party Fouls*!
DIA STL274975PI



SPOTLIGHT ON



STEPPE OF THE LIZARD THANE

SFL EE-017\$54.95

STEVE JACKSON GAMES

TRIBES

The Stone Age is now, and your children are the key to your future! In *Tribes*, the players are cave men and women. They hunt and gather food, make their tribal laws, and deal with natural disasters. But the object of the game is simple: Look after the children! In this game, the way to win is to have the most kids... and do whatever you have to do to make sure they survive. The players must know when to cooperate, and when to cut their losses and protect their own families. Scheduled to ship in August 2023.

SJJ 1130.....\$24.95



WE LOVE CATS

The purr-fect short game for cat lovers! How many cats can you adopt? Every cat finds a home... Includes a cloth bag, 30 cat tokens, and two special dice. For two to five players and it takes just a few minutes. Then play again and adopt some more cats! Scheduled to ship in August 2023.

SJJ 131352.....\$9.95



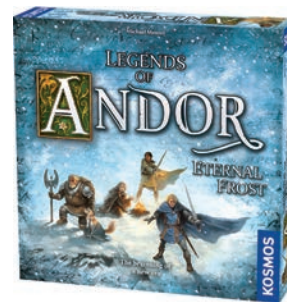
THAMES & KOSMOS



EXIT: THE DISAPPEARANCE OF SHERLOCK HOLMES

Exit: The Game - The Disappearance of Sherlock Holmes is a puzzle game modeled after escape rooms, and it includes components meant to be folded, written upon, or torn, so it's marketed as a single-use game. In the game, players need to support Dr. Watson and look for evidence to prove Holmes' innocence. Scheduled to ship in July 2023.

TAK 692866.....\$17.95



LEGENDS OF ANDOR: ETERNAL FROST

An unnatural cold is spreading across the land of Andor. Pick your hero and work together in search of the source of this dark magic. Your path leads you to a land you have never seen before, far away in the East. Here, too, a vast snowy landscape awaits you. Your adventures draw you closer and closer to the secret of the "Eternal Frost" until finally, you face an incredibly strong adversary! Only by working together will you be brave enough to face this dark menace. Scheduled to ship in August 2023.

TAK 683351.....\$49.95

TABLE GAME MAT

DIA STL274979PI



SMIRK AND DAGGER

SNOWBRIGHT STUDIO

SPOTLIGHT ON



BOOOOP.

A deceptively cute, deceptively challenging abstract strategy game for two players. Every time you place a kitten on the bed, it goes "boop." Which is to say that it pushes every other kitten next to it one space away. Line up 3 kittens in a row to graduate them into cats... and then, get 3 cats in a row to win. But that isn't easy with both you and your opponent constantly "booping" kittens around. It's like... herding cats! And now things just got boopier and spookier with NEW Ghost Cats that float between spaces. And so scary, cats will leap right over each other to get away. Scheduled to ship in September 2023.

SND 1013.....\$34.99



BIRDS OF A FEATHER: WESTERN NORTH AMERICA

In *Birds of a Feather: Western North America*, you and the other players explore different habitats to spot birds. In the first round, each player chooses and reveals a card from hand, then marks off on their score sheet or the app the bird they played as well as all other birds played in the same habitat. The deck contains cards from five habitats, with some birds being more common than others. In the second round, you each play a card again, then you mark all birds in your current habitat as well as all cards played the previous round in that habitat. Scheduled to ship in May 2023.

SNO 883462.....\$25.00

STEAMFORGED GAMES

EPIC ENCOUNTERS

SPOTLIGHT ON



NEST OF THE DINOSAUR

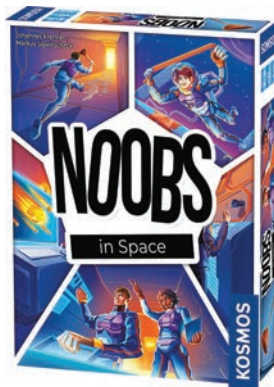
SFL EE-018.....\$50.00



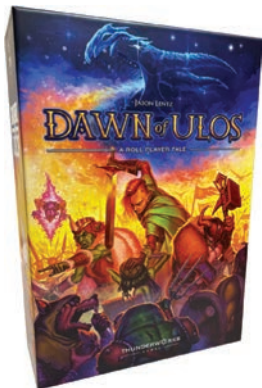
NOOBS IN SPACE

In *Noobs in Space*, a team of two to five players must complete a series of tasks and challenges together, using what little knowledge you have. Not all hope is lost because each of you has a small part of the solution; you just need to figure out how to put it all together. While one player may know the task at hand but not have the resources to implement it, those resources may be shared among three other players. They, on the other hand, do not know what is necessary based on the information they have. Scheduled to ship in August 2023.

TAK 683771 \$14.95



THUNDERWORKS GAMES



DAWN OF ULOS

For untold eons, the mortal races lived in separate planes, unaware of other worlds beyond their own. But now the dragon god Azema forges a new world by opening rifts to other planes... *Dawn of Ulos* is an economic tile-laying game for 1-5 players set in the world of Roll Player and Cartographers. You compete in a game among gods of the planiverse, wagering on and manipulating the rise and fall of mortals. Control the fate of Ulos! Develop a new world, invest in your favorite factions, and pit armies against each other. Choose wisely when to exert your influence. As factions rise and fall, will you earn the most favor with the world creator?

TWK 4600 \$69.95

TOMEKEEPER ENTERTAINMENT

HERO: TALES OF THE TOMES SECOND EDITION

Hero: Tales of the Tomes is a multiplayer card game unlike any other. Each player takes on the role of a legendary hero and battles it out until only one is left standing. Throughout the game your hero will level up, gaining new abilities, increasing your power, and allowing you to play stronger cards. All the players play off of one shared deck. With no need for prior deck building or collecting you can just grab a few friends, sit down, and play a game. Scheduled to ship in July 2023.

TKH 250291 \$40.00



TWO LITTLE MICE



HOUSEHOLD RPG

Household is a Role Playing Game filled with adventure, intrigue, and social interactions, set in a large abandoned House. It takes place in a world that resembles 19th century Europe, in which each room constitutes a proper nation you can explore. The Players will take on the role of littings, tiny people who belong to the Little Folk of European folklore, and will go on tiny, great adventures together. Scheduled to ship in July 2023.

2LM 1000 \$60.00

HOUSEHOLD RPG: A PRACTICAL GUIDE TO LIVING INSIDE THE HOUSE EXPANSION

The Practical Guide to Living Inside the House is an expansion for *Household* consisting of many stories, fun facts, anecdotes, and close-up looks. Scheduled to ship in July 2023.

2LM 1002 \$50.00



HOUSEHOLD RPG: A SAGA OF THE FRAGILE PEACE EXPANSION

The Saga of the Fragile Peace is an expansion for *Household*, it contains a collection of Characters and Adventures that weave together to create a great Saga. Scheduled to ship in July 2023.

2LM 1001 \$50.00

ULTRA PRO INTERNATIONAL



FAIRY PRANK

Taking the role of a little fairy, one player will remove items from the treasure box. The other players will then each shake the box and guess what is missing by listening to the sounds. Scheduled to ship in June 2023.

UPE 11231 PI



DUNGEONS & DRAGONS: MIMIC GAMER BOOK BAG

WARNING! This Bag has got bite! Officially Licensed for *Dungeons & Dragons*. Water-resistant faux-canvas exterior, embroidered accents including eyes, lock and teeth, zipper with removable purple Mimic Tongue, and space for four *D&D* books and a secured space for a standard 17" gaming laptop. Scheduled to ship in December 2023.

UPI 19789 PI



MAGIC THE GATHERING CCG: THE LOST CAVERNS OF IXALAN

Scheduled to ship in November 2023.

4-POCKET PRO-BINDER

UPI 38173 PI

6' TABLE PLAYMAT

UPI 38086 PI

8' TABLE PLAYMAT

UPI 38087 PI

9-POCKET PRO-BINDER

UPI 38174 PI

9-POCKET PREMIUM ZIPPERED PRO-BINDER

UPI 38176 PI

100+ DECK BOX A

UPI 38164 PI

100+ DECK BOX B

UPI 38165 PI

100+ DECK BOX C

UPI 38166 PI

100+ DECK BOX D

UPI 38167 PI

100+ DECK BOX V1

UPI 38168 PI

100+ DECK BOX V2

UPI 38169 PI

100+ DECK BOX V3

UPI 38170 PI

100+ DECK BOX V4

UPI 38171 PI

100CT DECK PROTECTOR SLEEVES A

UPI 38156 PI

100CT DECK PROTECTOR SLEEVES B

UPI 38157 PI

100CT DECK PROTECTOR SLEEVES C

UPI 38158 PI

100CT DECK PROTECTOR SLEEVES D

UPI 38159 PI

100CT DECK PROTECTOR SLEEVES V1

UPI 38160 PI

100CT DECK PROTECTOR SLEEVES V2

UPI 38161 PI

100CT DECK PROTECTOR SLEEVES V3

UPI 38162 PI

100CT DECK PROTECTOR SLEEVES V4

UPI 38163 PI

12-POCKET PRO-BINDER

UPI 38175 PI

ALCOVE FLIP DECK BOX

UPI 38172 PI

HOLOFOIL PLAYMAT

UPI 38088 PI

PLAYMAT A

UPI 38090 PI

PLAYMAT B

UPI 38091 PI

PLAYMAT C

UPI 38092 PI

PLAYMAT D

UPI 38093 PI

PLAYMAT V1

UPI 38094 PI

PLAYMAT V2

UPI 38095 PI

PLAYMAT V3

UPI 38096 PI

PLAYMAT V4

UPI 38097 PI

PLAYMAT V5

UPI 38098 PI

PLAYMAT V6

UPI 38099 PI

PLAYMAT V7

UPI 38100 PI

PLAYMAT V8

UPI 38101 PI

PLAYMAT V9

UPI 38102 PI

SPIRAL LIFE PAD

UPI 38177 PI

WALL SCROLL

UPI 38178 PI

WHITE STITCHED PLAYMAT

UPI 38089 PI

UPPER DECK ENTERTAINMENT

LEGENDARY®

LEGENDARY DBG: 007 - NO TIME TO DIE EXPANSION

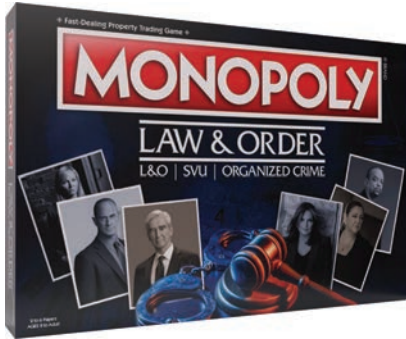
This expansion comes with 120 playable cards featuring images from the James Bond movie, *No Time To Die*! This expansion will continue to expand on Legendary one classic movie at a time. Bond will be joined by new allies. Attempt to foil the sinister plans of the mysterious Safin! Is James Bond up for this new challenge! Requires the Legendary Bond Core Set to play. Scheduled to ship in August 2023.

UDC 10653.....PI

USAOPOLY

MONOPOLY

Scheduled to ship in May 2023.



LAW & ORDER

Suit up and take inspiration from the longest running live-action law enforcement TV series to rule this honorable twist on the classic family game! *Monopoly: Law & Order* lets players buy, sell, and trade iconic characters from the compelling procedural drama, such as Olivia Benson, Jack McCoy, and more. Follow the right leads to obtain Cases and Convictions, while Investigation and Prosecution events shift your control of the outcome. Be the last player standing with custom *Law & Order* currency to win!

USO MN051-790.....PI

WHY NOT GAMES

ROCKET AGE RPG: ARTHUR'S GUIDE TO MARTIAN LIFE

Mars is not a large planet, merely half the size of Earth, yet it hosts several native habitats and tens of thousands of native species. The noted, and sadly late, Dr. Arthur Wesley has explored many of these and filed extensive reports with the International Committee on Intellectual Cooperation. Scheduled to ship in July 2023.

WNG 0537.....\$25.00



WISE WIZARD GAMES



ROBOT QUEST ARENA

Robot Quest is a 2-4 player deck-building board game of robot battles! Your battery cards give you the energy to move, power your weapons, and buy powerful new cards for your deck. Navigate around the hazards of the arena, and blast your opponents to score points. Destroyed bots respawn each round, so you're never out of the action! Alliances are made and broken! The robot pilot with the most points at the end of the game wins!

WWG RQ800.....\$79.99



ROBOT QUEST ARENA: CARD SLEEVES (50)

WWG RQ805.....\$5.99



ROBOT QUEST ARENA: JAWS ROBOT PACK EXPANSION

Includes a mini, a custom starting deck and new shop cards. This pack's shop cards feature the Upgrade mechanic. When you buy an Upgrade card from the shop it goes directly into play and stays there all game giving your robot a permanent new ability! Requires base game.

WWG RQ802.....\$24.99



ROBOT QUEST ARENA: KETTLE ROBOT PACK EXPANSION

Includes a mini, a custom starting deck, and new shop cards. This pack's shop cards feature the Defense mechanic. Defense cards gain red cubes when played. They stay in play protecting you, and you can use their ability each turn until your opponent knocks you your Defense card with damage. Requires base game.

WWG RQ803.....\$24.99

WIZKIDS/NECA

AMERICANA

Pack your bag and grab your journal, it's time to trek through 1930s American wilderness! Wander the rural landscape and discover opportunities and threats unknown: friend and foe, cute and dangerous wildlife, and the mysteries of unexplored terrain, ominous abandoned buildings, and even the supernatural. You'll look back at these experiences and grow from them, gaining new skills, as well as inspiration from the lands you've visited. The object of *Americana* is to collect the most points by establishing Havens across the land and writing about your travels in. Will you have the most exciting story to tell after your adventures? Scheduled to ship in August 2023.

WZK 87585.....\$39.99



CRITICAL ROLE

Scheduled to ship in September 2023.

BELLS HELLS - ASHTON GREYMOORE PHUNNY PLUSH BY KIDROBOT

If you were thinking about missing out on the brawling bruiser from Bassuras...JUST DON'T! This punk-y plush is based on the unusually Dunamantic brawler from the Bells Hells campaign of *Critical Role*, Ashton Greymoore. Though Ashton may have a rough-as-rock exterior on the show, their plush form is super soft and makes a great cuddle companion! This plush sits over 7 inches tall and is made from the softest premium materials and lots of love.

WZK 95500.....PI





IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!



BELLS HELLS - FEARNE CALLOWAY PHUNNY PLUSH BY KIDROBOT

This adorable faun plush is based on the chaotic jazz-loving wild mage from the Bells Hells campaign of *Critical Role* – Fearne Calloway! Fearne is incredibly soft and huggable (just make sure to check your pockets after one of her hugs to make sure nothing has mysteriously disappeared)! Though she may like to cause mayhem, she can also be a fiercely loyal friend. This plush sits over 8 inches tall and is made from the softest premium materials and lots of love. Scheduled to ship in September 2023.

WZK 95502..... PI



BELLS HELLS - FRESH CUT GRASS PHUNNY PLUSH BY KIDROBOT

It's everyone's favorite assassin-bot healer Fresh Cut Grass in huggable plush form! This plush, based on the friendly automaton from the Bells Hells campaign of *Critical Role*, is nothing short of adorable—so long as his eyes stay blue, everything should be fine! This plush sits over 7 inches tall and is made from the softest premium materials and lots of love. (By the way, they wanted me to let you know that they wish you a smiley day!) Scheduled to ship in September 2023.

WZK 95503..... PI

EXANDRIA UNLIMITED - THE CROWN KEEPERS BOXED SET

Critical Role has partnered with WizKids to create high quality miniatures that are compatible with the most popular tabletop RPGs. The next entry into the Critical Role inspired line is *Critical Role: Exandria Unlimited - The Crown Keepers Boxed Set*. Headlined by the amazing GM Aabria Iyengar, now in miniature form! Gather the Crown Keepers, the cast of Exandria Unlimited, as they travel the lands of Tal'Dorei. This band of misfits is sure to bring excitement and intrigue to any adventure. September 2023.

WZK 74286..... \$49.99



DC HEROCLIX: NOTORIOUS
Scheduled to ship in August 2023.

SPOTLIGHT ON



DC HEROCLIX: NOTORIOUS BOOSTER BRICK

Introducing *HeroClix's* first ever MEGA SET, including 75 figures to collect, this is one of the biggest *HeroClix* sets ever! This set brings a HUGE number of options to the most diabolical denizens of DC Comics, including infamous rogues for Batman, Superman, The Flash and more! Never before has *HeroClix* released a set that was so EVIL. *Notorious* makes being bad look better than ever. Classic villains like Lex Luthor and The Joker are obviously part of the mix, but there are also awesome characters from the Harley Quinn Animated Series. Scheduled to ship in August 2023.

WZK 84032..... \$169.90



DICE & TOKEN PACK

HeroClix Dice and Token Packs contain 2 custom dice featuring a special logo to match the set, and 6 action tokens featuring fan-favorite villains including Bane, Two-Face and The Joker! On the reverse side of these action tokens, players can find Bystander tokens to use with figures in the set to help complete their DC *HeroClix: Notorious* collection.

WZK 84036..... \$14.99



PLAY AT HOME KIT

Play at Home Kits return with more packed into them than ever before! *Play at Home Kits* are a great way of getting exciting figures, *HeroClix* maps, and extra goodies DIRECTLY to players! With a clear window to show off the character inside, players know exactly which hero villain they are getting when they pick up the *Poison Ivy Play at Home Kit*! Scheduled to ship in August 2023.

WZK 84034..... \$19.99

SPOTLIGHT ON

DUNGEONS & DRAGONS ONSLAUGHT: FUNDAMENTALS KIT - HARPERS VS. ZHENTARIM

Dungeons & Dragons Onslaught is a competitive skirmish game in which each player controls an adventuring party from one of the powerful factions of the Forgotten Realms. The *Dungeons & Dragons Onslaught: Fundamentals Kit* includes everything from the *Harpers vs. Zhentarim Core Set* except miniatures and dice. It is not playable on its own. Developed with RPG veterans in mind, the *Fundamentals Kit* is the perfect entry point for players who have an arsenal of miniatures and dice waiting for their next adventure. Scheduled to ship in May 2023.

WZK 89701..... \$79.99



DUNGEONS & DRAGONS: 7" SCALE ACTION FIGURE
Scheduled to ship in September 2023.



ULTIMATE STRONGHEART

NECA has taken inspiration from the classic *Dungeons & Dragons* action figure releases and reinterpreted them for the modern collector's market, taking advantage of all of today's advances in technology and tooling to create this *Ultimate* action figure! What evil assassin Zarak lacks in conscience he makes up for in accessories! The figure is packed with an assassin's tools of trade, including sword, daggers that fit into sheaths on his belt, potion bottle, grappling hook with rope, and interchangeable heads and hands.

WZK 52278..... PI

ULTIMATE ZARAK

NECA has taken inspiration from the classic *Dungeons & Dragons* action figure releases and reinterpreted them for the modern collector's market, taking advantage of all of today's advances in technology and tooling to create this *Ultimate* action figure! What evil assassin Zarak lacks in conscience he makes up for in accessories! The figure is packed with an assassin's tools of trade, including sword, daggers that fit into sheaths on his belt, potion bottle, grappling hook with rope, and interchangeable heads and hands.

WZK 52277..... PI



SPOTLIGHT ON



DUNGEONS & DRAGONS: REPLICAS OF THE REALMS - BABY OWLBEAR LIFE-SIZE FIGURE

There's nothing cuter than baby animals and the same is true for magical creatures! This life-sized baby Owlbear is 11" tall and made from soft foam that's hand painted to show off each and every fluffy baby feather. Scheduled to ship in February 2024.
WZK 68515.....PI

DUNGEONS & DRAGONS NOLZUR'S MARVELOUS MINIATURES: W21

Scheduled to ship in July 2023.



BARLGURA
WZK 90636.....\$8.99



GLABREZU
WZK 90635.....\$8.99



GRIMLOCKS
WZK 90646.....\$4.99



**DARK SPELLCASTER &
FLAMESKULLS**
WZK 90650.....\$4.99



GAS SPORE
WZK 90645.....\$8.99

HUMAN FIGHTERS
WZK 90639.....\$4.99



LIZARDFOLK RENDER
WZK 90647.....\$8.99



MERROW
WZK 90637.....\$8.99



MUMMIES
WZK 90649.....\$4.99



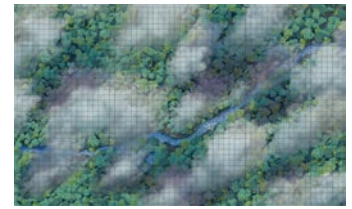
SHRIEKER & VIOLET FUNGUS
WZK 90644.....\$4.99

DUNGEONS & DRAGONS: ICONS OF THE REALMS - BATTLE MATS

Scheduled to ship in August 2023.



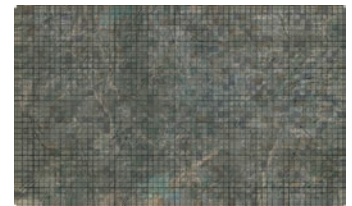
DESERT
WZK 96198.....\$79.99



SKY
WZK 96199.....\$79.99



PLAINS
WZK 96200.....\$79.99



STONE
WZK 96201.....\$79.99

SPOTLIGHT ON



DUNGEONS & DRAGONS: ICONS OF THE REALMS ADVENTURE IN A BOX - MIND FLAYER VOYAGE

Upgrade your Dungeons & Dragons gameplay, with the Adventure in a Box- Mind Flayer Voyage! Inside you will find 8 3D pre-painted miniatures, from Tiny to Large, 4 different 3D ship dressings, and four battle map tiles to build out your very own Mind Flayer themed adventure. Whether your next clash with Mind Flayers is a brief encounter or a drawn-out scenario, the Adventure in a Box - Mind Flayer Voyage is your place to start. Scheduled to ship in August 2023.

WZK 96238.....\$79.99



DUNGEONS & DRAGONS: ICONS OF THE REALMS SET 29

Scheduled to ship in September 2023.

SPOTLIGHT ON



SEAS & SHORES BOOSTER BRICK (8)

Collect all 48 nautical figures from Seas & Shores, the newest set of randomly sorted monsters and characters in our exciting line of D&D miniatures. This set collects a variety of coastal and underwater denizens, like the savage sahuagin, the dreaded dragon turtle wyrmling, and the menacing aboleth. In addition, this set includes several pirates and swashbucklers with which to plague your oceangoing players.

WZK 96257\$159.92

SPOTLIGHT ON



MAW OF SEKOLAH BOXED FIGURE

The Maw of Sekolah, avatar to the hungry sahuagin god, lurks in the depths, feeding upon sacrifices captured by the sahuagin. This huge, two-headed shark will continue to feed upon the poor sentient creatures brought before it unless some hero can end its bloody existence. Will your players' characters be those heroes? Or the Maw of Sekolah's next offerings? This Maw of Sekolah tabletop foe will be a unique addition to any miniature collection. Scheduled to ship in September 2023.

WZK 96259\$29.99

PATHFINDER DEEP CUTS: W21

Scheduled to ship in July 2023.



FLAME DRAKE

WZK 90651\$19.99



HALF-ELF MONK FEMALES

WZK 90652\$4.99

PRINCES OF FLORENCE

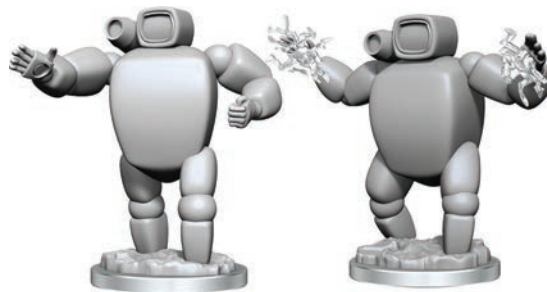
Experience the golden age of the Renaissance from your lofty position in the Italian nobility! Use your resources to support builders, artists, and scholars in their creative pursuits. As a patron of great works, your generosity and diplomacy will elevate the fame and reputation of your family! There can be only one winner, though, so it's a cutthroat competition to secure your place as the most prestigious Princess or Prince of Florence! This definitive edition of *Princes of Florence* collects the original game and two expansions, *The Muse* and *The Princess and Cooperative Building*. Adding new artwork and sleek graphic design, it's a must have for old fans and curious newcomers! Scheduled to ship in July 2023.

WZK 87586\$54.99



STARFINDER DEEP CUTS: W21

Scheduled to ship in July 2023.



HUGBOT INCAPITATORS

WZK 90653\$8.99

UNBOXED

In *Unboxed*, you and your friends take on the role of archeology interns under the direction of Dr. Ramos. At the dig site, the team has uncovered ten caches of ancient board games and they need your help to figure out how they were played. The centuries have not been kind to the rulebooks, so you'll have to infer the rules based on each game's symbology, components, and your own experience and intuition. Hopefully you've been attending board game night regularly... Dr. Ramos will be there to provide hints as you theorize and test your designs for all ten of the provided scenarios. So, what are you waiting for? Scheduled to ship in September 2023.

WZK 87574\$19.99



WIZKIDS DEEP CUTS: W21

Scheduled to ship in July 2023.



GIANT ANTS

WZK 90655\$8.99



GIANT CROCODILE

WZK 90654\$8.99

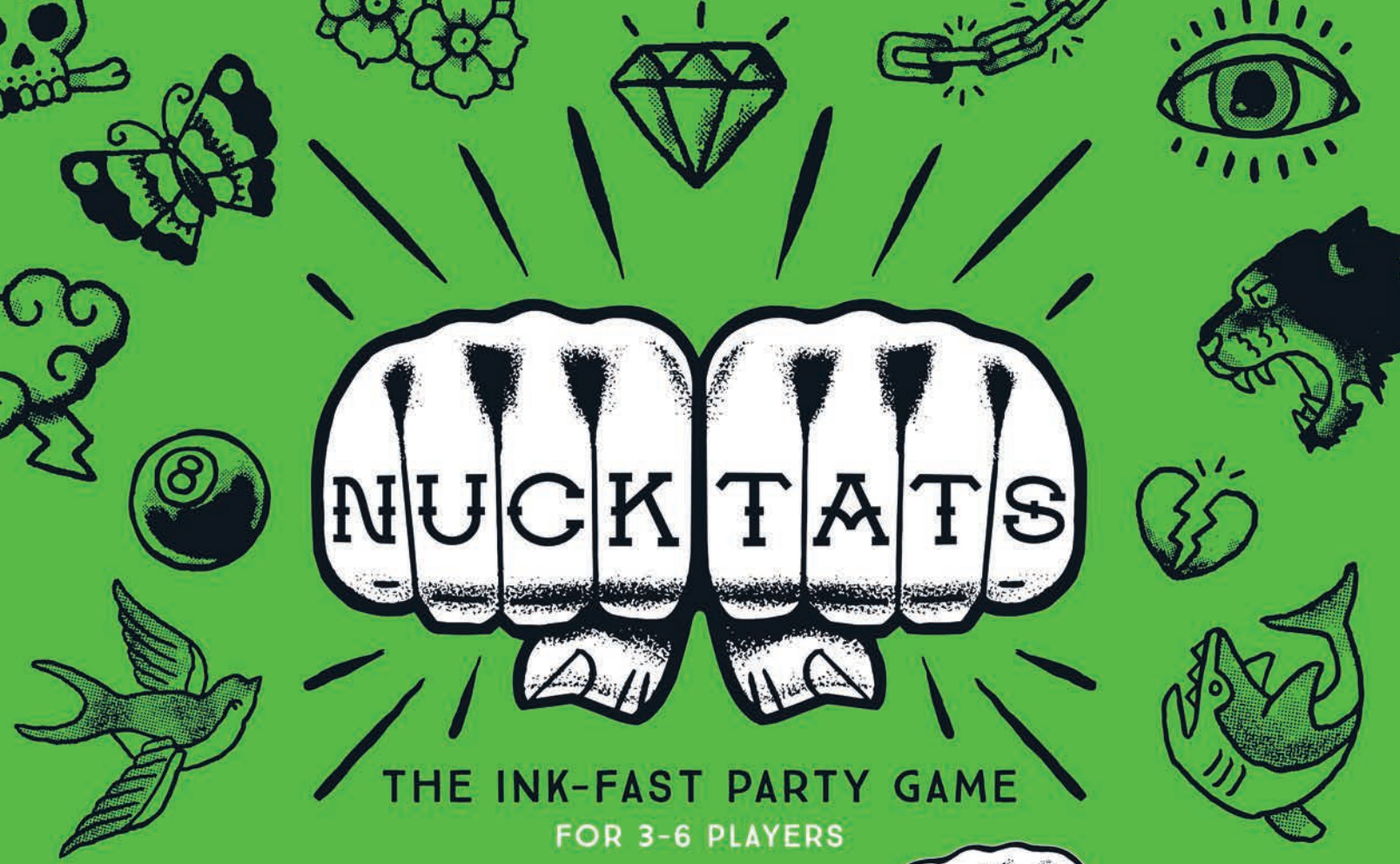
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GTM

JUN

2023

64



THE INK-FAST PARTY GAME
FOR 3-6 PLAYERS

BARISTA

REVEAL A CUSTOMER...

TAYLOR
SWIFT

GUY FIERI

DUNGEON
MASTER

DOG WALKER

PODCASTER

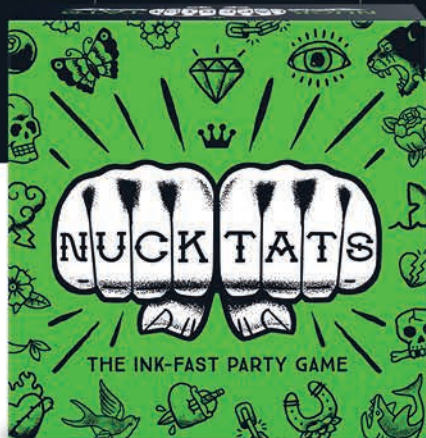


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IF IT FITS, ANYTHING GOES!



GET PAID AND WIN!



FNK 71813 | \$19.99

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Funko
GAMES



THE TEXAS CHAINSAW MASSACRE

BOARD GAME



TEXAS CHAINSAW MASSACRE: THE GAME

TOT TCB01 \$59.95 | Available June 2023!

I have a confession to make. Until I was asked by Trick or Treat Studios if I wanted to design the *Texas Chainsaw Massacre* board game, I had never seen the movie in its entirety. While I love horror films, I'm a big scaredy cat. I have a vivid imagination and have been traumatized by intense horror films like *The Exorcist*, *The Grudge* and *Hereditary*. Thanks to YouTube, I had seen some of the more infamous clips, but I had never watched it from beginning to end. In fact, I think the closest I had come to watching the film was a 60 second animated version with bunnies.

I was always told two things about TCM: that it wasn't as bloody as you think it would be and that the horror came more from the disturbing imagery and sound design than any "scares". Whenever I had an opportunity to watch it on cable or at the video rental store, I would look at that iconic cover and think "I don't need that in my head!"

After I designed *ALIEN: Fate of the Nostromo* for Ravensburger, I was still eager to make another horror game, but I admitted to Trick or Treat Studios president Chris Zephro that I hadn't seen the movie. Chris told me "Stop being a chicken" and watch the movie, so I did. Two things surprised me about it.

First off, I was surprised at how... grimy the movie felt. I think that it helps create the sense of unease that viewers feel when watching the film. Secondly, I didn't expect to sympathize with Leatherface. There's a scene after he dispatches a couple of the teenaged intruders and he freaks out, looking out the window as he wonders if there are others still about. I felt bad for this big lug who just wanted to be left alone with his family.

After watching the movie and taking extensive notes, I scoured the internet for more information about the movie. I wanted to know all it about it: from production notes on the making of the film to movie reviews (both good and bad) to why fans love the film so much. Just like with *ALIEN*, I wanted to capture the spirit of the movie so that fans wouldn't be disappointed when playing the game. To me, it's extremely important to be faithful to the source material.

Horror is hard to capture in board games because players can usually see scares coming when they handle the components and read the rules. I find it to be better to create tension and dread instead of just jump scares. If the player knows something bad is coming, it will be that much "worse" when it happens. That dread is all throughout



the movie and I knew I had to capture it in the game. Hence the creation of the "hideous draw bag."

Because the overall feeling of the movie is so grimy and nasty, I wanted to extend that to the game's components. Trick or Treat's artists did a great job of making the components look greasy and bloody, but I wanted to push it even further. During the game, players collect tokens from the game board and then put them into a draw bag which they draw from on their turn. They see the bad tokens go into the bag and then hope they don't pull them out. But I wanted the experience of drawing the tokens to also be something that the players *dreaded* doing.

There's a bag in the movie — the Hitchhiker's squirrel fur bag — but I felt that was too fuzzy and cute for the mood I was creating. So instead, I suggested a bag made from stitched flesh, something that





was gross to look at and even worse to put your hand into. Treat or Treat Studios did a great job bringing this to life. I hope it goes down in history as the most disturbing component ever in a board game.

That's not to say the rest of the game's production isn't top-notch. Painter Terry Wolfinger's art is gorgeous. They really capture the characters from the game and it's always better when a licensor allows a publisher to use the likenesses of the actors from the film. Terry also painted the game board, which is filled with little nods to the movie, including the iconic swing set in the front yard of the Slaughter House. An interesting note about the name "Slaughter" that I learned while making the game. TCM fans might say that the family's official name is "Sawyer" but according to the licensor, they didn't get that surname until the sequel. We decided to stick with the name used during the production of the original film.

Designing the game was a real pleasure but couldn't have been done without the fantastic team at Treat or Treat Studios including Chris, Joe Stoken, Andy Van Zandt and Jody Henning. They were a joy to work with and I hope I get the opportunity to do so again.

One more note about the game. Don't expect to win it, at least, maybe not the **first** time you play. I'm a big fan of difficult games like *Dungeon Quest*, *Ghost Stories* and *Camp Grizzly*, all of which inspired its gameplay in some way. If you like those games, then you'll probably like *Texas Chainsaw Massacre* the game. I hope you survive the experience!

...



ASCENDING EMPIRES

ZENITH EDITION

AN EPIC 4X SCI-FI ADVENTURE IN LESS THAN 90 MINUTES! 

ASCENDING EMPIRES: ZENITH EDITION

WZK 87571 \$139.99 | Available Q3 2023

The beloved, action-packed 4X game of space domination returns in style with *Ascending Empires: Zenith Edition* by WizKids. If you're familiar with the game, you may have loved it for its unique take on the 4X genre by flicking your starships across the board to reach new planets to discover as its exploration mechanic. You may have loved it for its expansive technology trees and options to upgrade your ships and experiment with new strategies. Or, you may have loved it for its streamlined rules system that led to fast-paced turns that kept the action rolling. Whether you're familiar with the game or not, you're still in for a treat! The *Zenith Edition* takes everything we loved about the game and spices it up with a dash of rules improvements, component upgrades, and new game modes, creating a modern, deluxe iteration of a classic masterpiece.

A 4X game requires the presence of four specific elements, which include Exploration, Expansion, Exploitation, and Extermination. With these elements, players are offered the opportunity to explore a map and learn about their surroundings, to expand their empire outwards to increase production and reach, to exploit resources and opportunities to gain power and influence, and to exterminate the opposition who's threatening their path toward victory. These elements make for a highly strategic, tactical, and interactive experience, and many games approach the 4X elements differently. In this article we'll give you a taste of what makes this edition so exciting, this game so special, and this 4X experience so unique.

EXPLORE

The exploration mechanic is part of what makes this game stand out from others in the genre and makes it shine. Each player starts at their home planet in the four corners of the map, but dozens of unexplored planets are scattered throughout the board. Players take their starships, in the form of wooden discs, and flick them away from their home planet in attempt to land them in orbit of somewhere new. When successful, the new planet, in the form of a face-down wooden disc, is flipped over along with a discovery token to see what that player found. Planet discs rest in specific slots cut-out of the neoprene mat so that they remain in place and won't budge if discs collide into them. At the same time, if a player's ship collides into another ship, both are destroyed — so flick carefully!



EXPAND

If a player's starship is in orbit of an unoccupied planet, that player may remove their starship and place a troop on the planet's surface. This will allow that player to expand their empire into new territories, giving them the opportunity to build Outposts, Cities, Starbases, and Research Facilities. This new planet can be used as a hub to recruit troops, produce energy, launch starships, and upgrade technologies.

EXPLOIT

The galaxy is teeming with opportunity, and whoever capitalizes on those most effectively will reap the rewards. In the goal to score the most Victory Points (VP) by the end of the game, players will race to complete Mission Objectives first, and to exploit the benefits of ancient Relics, useful Artifacts, and powerful Megastructures to gain the edge over their opponents.

EXTERMINATE

Players have the opportunity to attack their opponents' starships, troops, and structures under certain conditions. The attack system is simple, with most units having an attack or defense value of 1, before upgrades, and a range calculation of short or long. A ruler is provided to determine long or short range, and nothing blocks line of sight, so you won't have to carefully position your starships to see your target. An attacker needs to have enough attack power in range of its target at the end of their turn to exceed the target's defense value for a successful attack. If so, the targets are removed, and VP is scored for each attack point that exceeded the defense value.

Players gain VP by occupying planets, building structures, developing technologies, attacking enemies, and completing missions, which gives players a variety of options for how they want to approach their strategy. A limited number of VP tokens are available, and once those have been earned up then one final round of play will occur before the game is over and a final score is calculated. The simplicity of each action and the limited VP pool means players have clear direction and short turns. This allows a four-player game to reliably end in 90 minutes or less, which is a welcomingly accessible option in comparison to other popular 4X sci-fi games that can take four to twelve hours to play.

Highlights of the *Zenith Edition* include an upgraded game board to neoprene mats, over 100 highly detailed plastic miniatures, ability to play the Classic Rules or the New Era Rules, Cooperative and Solo Game Modes, Megastructures, and more.

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...



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Phil Yates takes you behind the scenes of Gale Force Nines latest game, *Star Trek: Away Missions*.



Two of our games designers, Mike and Andrew Haught, are total Star Trek fans, the sort that can tell you which episode from a screenshot.

Now, I started watching Star Trek back in Captain Kirk's day, so, when they proposed a Star Trek game that put you in command of an away team, battling to achieve your mission on a derelict starship while fending off hostile away teams, I was in. And so, *Star Trek: Away Missions* was born.

The core game is set in the aftermath of the battle of Wolf 359 from where Riker's away team from the *U.S.S. Enterprise*, is attempting to stop Locutus's unimatrix from assimilating the Federation into the Borg collective.

We wanted there to be a lot of different options available from day one, so at the same time the first two expansions will be released: Gowron's honour guard from the Klingon Empire and Sela's infiltrators from the Romulan Star Empire.

While we started with *Star Trek: The Next Generation*, we are already excited about working on more Away Teams ranging from the original series through to Discovery.

Playstyle

We were clear from the start that we wanted a miniatures board game where iconic characters come to life on the table. The physicality of the miniatures helps bring the players into the story they are creating and away from abstract game mechanisms, immersing them in the world of Star Trek. That world, though, has a dichotomy between 'we come in peace' and 'shoot to kill'. Some species, like the Klingons, take an aggressive approach to problems and life in general, so need a matching play style based on direct conflict. Others, such as the Federation, often seek to avoid conflict and seek a peaceful resolution. This created an interesting challenge. How could we create a game where players with wildly different goals both have enjoyable games?

Mission Cards

The solution to that was to create customisable decks of mission cards for each away team, with a choice of core mission to further focus the player's choices. This allowed us to create a focus on gaining honour through combat for Gowron's Klingons, while having Locutus's Borg able to focus on either avoiding the enemy while assimilating the ship or

going head-to-head assimilating opposing characters. Riker's Federation away team has a similar choice between repairing the ship or aggressive action to protect Sector 001. The intersection of these varied goals makes sure no two games are the same.

Support Cards

Support cards that give your characters extra equipment, skills, advice, or aid, match the theme and missions of each deck, so Gowron's Klingons get plenty of combat bonuses, such as going berserk to ignore damage, charging into combat with



Riker

Locutus of Borg

Gowron

Sela

Miniatures shown at approx 180%

Star Trek: Away Missions is a miniatures board game that pits two players in a face-to-face conflict with asymmetric objectives, be that to repair the ship for the Federation, gain honour as a Klingon, or assimilate the opposing force into the Borg collective.

Easy to learn and quick to play, this game brings the most exciting parts of Star Trek to life.



their bat'leths, or just shouting louder or using brute force to solve problems. Sela's Romulans are more subtle, using information and deception to achieve their ends.

The Board

Made up of four game boards connected by a main corridor, the mission area is dynamic and are setup differently for each game, adding even more variety to the game.

The boards are also double sided, allowing you to play on either a derelict Federation ship, or a Borg Cube, with each providing different layouts and creating different challenges.

Core Mechanics

The game is three turns long. Your aim is to complete as many missions as possible in that time, which could be anything from repairing or assimilating ship systems to taking part in glorious combat.

To keep the game easy to learn, both combat and non-combat actions use a unified resolution system.

For opposed actions, players roll one die for each point of skill, and order them from best to worst. They then compare each pair to see how many successes the active player has. For combat, the more successes, the more damage you do by way of removing targets skill stats, before ultimately neutralizing them.

The Federation start with their phasers set to stun and don't cause damage, instead stunning opposing characters and making opponents waste future actions to recover.

While neutralising a character for the rest of the game has a bloodthirsty satisfaction, tactical use of phasers set to stun can help the Federation get on with business with fewer interruptions. Of course for truly dangerous opponents you can always set your phasers to kill.

Asymmetrical Away Teams

As the different away teams have different numbers of characters, even before the opponent neutralises any of them, we added a balancing factor so things stay fun when things just aren't going your way.

We went with a cinematic feel, with the smaller force getting bonus actions to make up the difference. So as in the show, when you're down to your last character, you may somehow pull out all the stops and single-handedly rush around saving the day, or at least put up a good fight as you go down.

We have a line up of away teams waiting in the wings for their chance to beam down, each with a new take on the game, along with organised play packs to help stores run events.

Live long and prosper! Qapla'!



PACIFIC RIM

A CINEMATIC ADVENTURE

EVIL GENIUS

EVERYDAY HEROES RPG: PACIFIC RIM CINEMATIC ADVENTURE

EVL 04000 \$24.99 | Available Now!

In the near future, enormous alien monsters called Kaiju pose a devastating threat to the fate of all humanity. Amidst toxic cities, bombed landscapes and obsessed cultists, teams of heroic pilots must use futuristic new technology to partner in controlling the Earth's only hope of victory — massive robots called Jaegers that can defeat the Kaiju. But only if the pilots work together against the threat of annihilation. That's the heart-pounding experience awaiting tabletop gamers in *Pacific Rim: A Cinematic Adventure*.

Based on the action-packed, futuristic science fantasy films released in 2013 and 2018, *Pacific Rim: A Cinematic Adventure* is one of a series of officially licensed, movie-inspired tabletop roleplaying games by the creative crew at Evil Genius Games. This new TTRPG delves deeply into the exciting monster versus robot battles that fans thrilled to seeing in the films — and that they'll love exploring as they engage in gaming adventures of their own. For fans of the Kaiju genre, the opportunities that await in *Pacific Rim* are designed to create thrills and chills.

LARGER-THAN-LIFE BATTLES IN THE MIDST OF PLANET-WIDE DEVASTATION

As with all Evil Genius Games' cinematic adventures, *Pacific Rim* comes with a gorgeously illustrated, detailed rulebook that makes a perfect addition to any gamer's collection. With unique Jaegers and Kaiju invented specifically for the game, players and GMs alike have numerous options to choose from. Campaigns can be designed to conform with any point in the *Pacific Rim* timeline that excites you — whether that's the time of the first Kaiju attack, the post-war era, or decades into the future during the uprising war and beyond.

In addition to characters that are familiar to movie fans — the Jaeger pilots — there are many other new character types and backgrounds to build upon. Play a disaster survivor, a former Kaiju worshiper, an inhabitant of one of the many toxic zones that resulted from previous Kaiju wars, or a member of the Pan Pacific Defense Corp (PPDC). Or partner with a fellow player to play bonded twins who can more easily work together to control an enormous

Jaeger robot against the deadly invading monsters. With a host of new vehicles, weapons and other means to deal damage, campaigns promise hours of thrilling play.

The rulebook for *Pacific Rim: A Cinematic Adventure* also includes a fully crafted adventure, *The Fenris Aurora*. The excitement begins when two PPDC scientists develop a cutting-edge tech to supercharge the Jaeger weapons. The heroes' initial mission is to test this new "Catalyst" system in combat against real Kaiju. During the test, it becomes clear the Kaiju pose a greater threat than expected — with berserker behavior that makes the monsters stronger and deadlier than ever.

Players will have to discover the cause of this supercharged danger, while saving their companions and defending the city of Lima, Peru, from a monster emerging from the deeps. Ample excitement and earth-shattering battles await, as players work together to survive and defeat their monstrous foes.

BLAST A SOUNDTRACK TO BUILD TENSION — OR DIAL IT BACK WITH THE FADE TO BLACK FEATURE

To build on *Pacific Rim's* blockbuster movie feel, the rulebook includes access to a heart-pumping Syrynscape soundtrack to help immerse players into the world of the game. It's easy to download this exclusive music using an included QR code, giving GMs another tool to ramp up the atmosphere during the action.

And like all the cinematic adventures from Evil Genius Games, the rulebook also includes the useful Fade to Black feature, which allows players to decide when they want to lessen the game's intensity and allow moments of violence or heartbreak to happen off-stage. It's a handy tool that makes the game more accessible to all types of players.

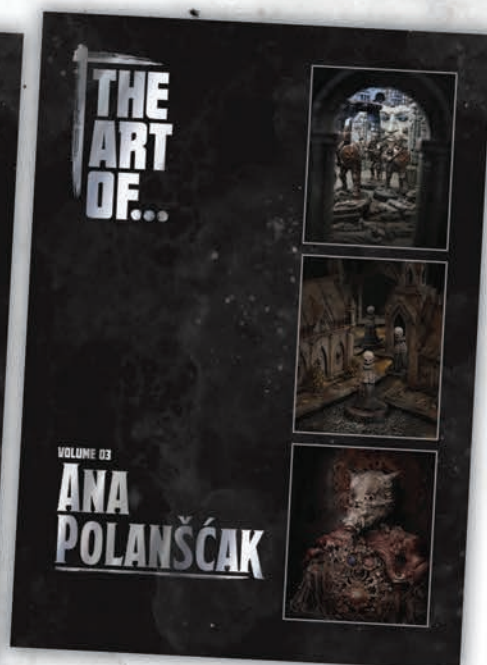
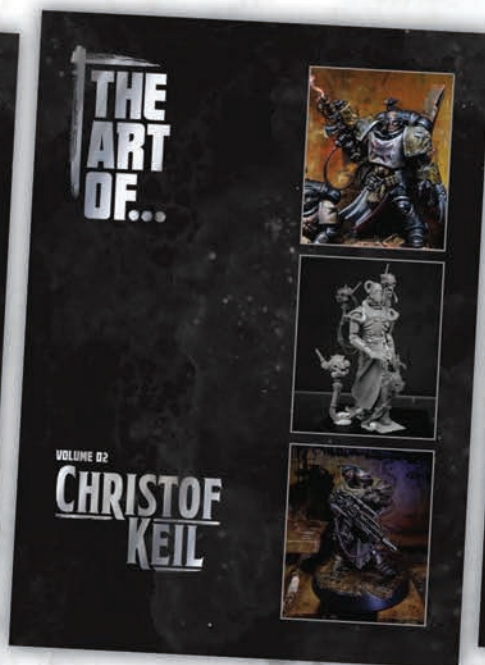
PLAYING IN THE EVERYDAY HEROES WORLD

Like other film-based products from Evil Genius Games, *Pacific Rim: A Cinematic Adventure* is designed for use with the versatile *Everyday Heroes* core rulebook. Players can easily create characters to fit in with *Pacific Rim's* modern, futuristic setting, and game masters will enjoy the endless possibilities for crafting new adventures within the game's unique setting.

Explore the challenging and exhilarating experience of fighting Kaiju with your own team of robot pilots in *Pacific Rim: A Cinematic Adventure* from Evil Genius Games!

...





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PAINTING HAPPY LIL MINIS



WITH DAVE TAYLOR

EPISODE #58: BAMBOO FORTIFICATIONS

Welcome to the latest “episode” of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave provides us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave talking about miniatures, painting, and gaming on his new YouTube channel – *Build Paint Play* – Tuesday evenings at 7pm EST. Dave is joined by veteran hobbyist (and gaming store owner) Jake Krajeski, and occasionally by other painters who each bring great advice and their own style to the conversation.

STURDY YET FLEXIBLE

The latest series of Warcry* boxed sets have been set in the Mortal Realm of Ghur, AKA the Realm of Beasts. This realm is understandably feral, and most things are out to kill you. The terrain is no exception, and the barricades you can find in the Warcry boxes has a bit of a ramshackle feel.

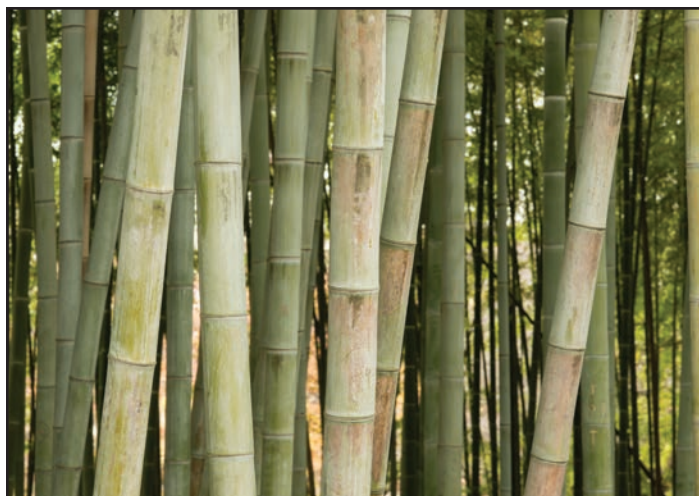
Bamboo, despite looking a bit flimsy for a barricade or fortification, is actually a very sturdy yet flexible material. It can take a long time to hack through a stand of bamboo, and the same thing could be said for these panels or walls.

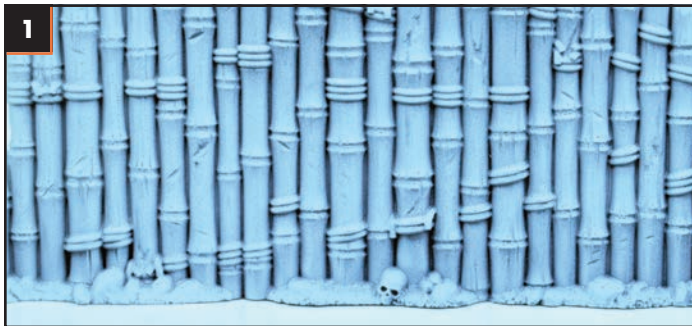
Typically a growing, living stand of bamboo will have green “trunks”, perhaps mottled with areas of pale cream or yellow or brown, such as in the photo to the left. Once cut down, however, the green coloration will start to fade and the mottled patterns become more obvious, such as in the photo here (bottom left).

The easiest way to paint up your bamboo walls and platforms is to use a few layers of a wash or Speedpaint, or Contrast paint, and then mottle in some greens or browns. Just adding some of these colors in around the edges or the ends of the stalks can really bring some extra depth to the barricades. Use a contrasting color for the rope/leather that is binding all of the shafts together, and have fun with the little details!

* Warcry is a small-level skirmish game set in the same universe as Warhammer Age of Sigmar (AoS), so it can be fun to use your AoS models in your Warcry games.

The terrain piece and miniatures used as examples on these pages are from Games Workshop's Warcry range.





I started with a white spray primer over the model.



I then painted a layer of The Army Painter Pallid Bone Speedpaint, letting the paint pool in the recesses.



To include some of the typical green look for bamboo, I painted on some GW Loren Forest along the lower areas..



Once dry, I drybrushed some Vallejo Model Color Ivory to tie everything together..



I painted the wrappings with GW Contrast Black Templar to help them stand out from the bamboo.



I then painted the other details such as the rocks, sand, and skulls with a variety of paints.

THE REST OF THE GROUNDWORK

The terrain pieces all stand on some small area of ground, and these areas are littered with bones and skulls, in true Warhammer fashion. Simply paint these up to match your gaming table surface, and/or the basing scheme you have used for your warbands. In this case the earth is a dark blue-green, and the bones are highlighted up with Vallejo Game Color Ivory.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life



WAR OF THE RING: 2ND EDITION (AGS WOTR001)

From Ares Games, reviewed by Eric Steiger

 2 Players	 2 Players
 120 - 180 Minutes	 \$99.90

There are not many multi-hour two-player heavy strategy games, but some of the best ones are legends in the genre: *Twilight Struggle*, *Star Wars: Rebellion*, and *War of the Ring*. The Second Edition of *War of the Ring* has become a mainstay in the long-form wargame category, and I finally had the opportunity to experience it for myself. I am extremely glad I did.

War of the Ring is essentially a wargame laid over a quest game, with either one being key to victory. Naturally, Frodo is on his quest from Rivendell to throw the One Ring into the fires of Mount Doom. If he succeeds, Sauron's threat is ended. However, Sauron and the Ringwraiths are searching for him, and if he is captured or corrupted, the Enemy player wins. Meanwhile, the nations of Middle-Earth must be rallied to war against the encroaching forces of Mordor - if either side wins a decisive military victory, then the quest to destroy the One Ring is moot.

The game takes place over a series of turns, which begins with a certain amount of "Fellowship maintenance" as the Free Peoples player maintains and pushes the Fellowship along on its quest to destroy the Ring. Then, each player rolls a number of Action Dice to determine their military options. The Sauron player begins the game with seven Action Dice compared to the Free People's four, and while you can add to your Action Dice with specific leaders or minions, in general, the Sauron player will usually have more military options than the Free Peoples, representing the overwhelming numbers of the forces of Mordor. The results of the Action Dice generate the pool of actions that the player can use that turn, with players alternating spending Action Dice (or passing, if an opponent has more unspent Action Dice remaining) to perform them. Actions include moving the Fellowship or other characters, mustering a Nation to war, moving an army (or attacking with it), or playing an event card.



Attacking with an army is conveniently simple. All units are the same, so combat is a numbers game. You attack by rolling d6 equal to the number of units in the battle (up to five), hitting on a 5-6 result. Leaders provide rerolls. Regular units are eliminated on a single hit; elites on two. After a combat round, either player can abandon the battle. This sounds stale or repetitive, but there are nuances that make combat more than a simple dice fest: first, you can use event cards each combat round to customize units in the battle



and provide a relevant advantage. Second, individual characters, in addition to providing rerolls, often provide other unique advantages. Third, reinforcements are deeply asymmetric: the Shadow player has access to functionally unlimited troops, while every Free People unit that is destroyed is lost permanently. However, Shadow forces only enter play in Mordor, and the more aggressively they attack other nations, the faster those other nations recruit their limited forces. Finally, fortifications make the choice of battlefield deeply relevant: Units defending a fortress can only be damaged on a 6 (instead of a 5-6) and maintaining a siege on a stronghold requires the attacking player to voluntarily downgrade an elite unit each time they wish to maintain the combat beyond the first round.

Much of the balance of the game lies in determining which resources to devote to the War, and which resources to spend on progressing/hunting the Fellowship. If the Shadow Player controls 10 VP worth of Free Peoples' settlements (cities and strongholds), they have conquered Middle-Earth regardless of the Ring. By contrast, the Free Peoples can tie up enough of Sauron's resources to give the Fellowship an unimpeded line to Mount Doom by capturing a mere four VP worth of Shadow settlements (good luck). However, if you focus too much on the war effort, you leave an opening for your opponent to concentrate on the Fellowship, which progresses along its own track towards the destruction of the Ring. If the Shadow Player finds them, then either a Fellowship member must be sacrificed for Frodo to escape, or he has to use the Ring and risk his own corruption.

War of the Ring takes a relatively simple "dudes on a map" wargame and turns it into a fascinating resource management project on multiple levels, as players have to deal with the asymmetry of their troop movement and strengths, event cards, character abilities, and of course, the Fellowship. You should be prepared to play a game that will may take 3+ hours for your first playthrough, but if you do, your patience and commitment will be rewarded.

...

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GALILEO PROJECT (HBG SWGAL)From *Sorry We Are French*, reviewed by John and Isaac Kaufeld

14 & Up



2 - 4 Players



40 - 80 Minutes



\$59.99

There's a certain joy that comes from playing an elegantly designed game. Some games impress (and occasionally overwhelm) you with their size and complexity. Elegant games are like a fine watch that turns a handful of simple parts into an interconnected machine.

With *Galileo Project*, the team at Sorry We Are French mix classic elements like set collection, track advancement, and engine building into a delicately balanced game where simple decisions drive complex outcomes and everything is embroiled on top of an engaging science fiction storyline.

Let's dig into the top five things you need to know about *Galileo Project's* mix of influence, money, people, and robots.

THERE'S NO GAMBLING IN THIS CASINO

When I started to unpack *Galileo Project*, the first thing I saw was a small box marked "Freeman Casino" containing a stack of heavy, custom poker chips.

That threw me for a moment. I didn't remember anything in the game description about a casino. Were there gambling mechanics that I missed somehow?

Short answer: No, the casino is set dressing. In the game's story, the uncertainties of space-based business development on the moons of Jupiter accidentally created an economy where the only currency everyone trusts are casino chips. The game developers weave this element throughout the visual design in subtle ways that draw you into the game's backstory.

SIMPLE STEPS, CONNECTED ACTIONS

On each turn in *Galileo Project*, the current player either takes a robot, hires a person, or invests in a technology. That's it — three options, one decision.



Each of those options drive other game elements. For example, people give you influence so you can get robots. People may also give you an action to improve or move your robots, a resource to help buy a technology, or a victory point bonus for the end of the game.

Technologies offer discounts, resources, or boosts to your robots. Robots do the hard work of developing Jupiter's four moons (known as the Galilean moons because Galileo found them; thus the game's title).

LOOKING TO THE MOONS

Each player gets a board displaying Jupiter's four moons, with advancement tracks around each one.

When you assign a robot to a moon, you move that moon's marker along the advancement track. How far you advance on the track depends on the robot's power.

Developing each moon gives you special abilities or bonuses that affect other parts of the game. Io provides discounts on robot purchases, while Europa has resources for getting technologies.

Callisto makes it easier to add and upgrade robots. Finally, Gany-mede raises the number of people cards you can play and gives you more ways to benefit from those cards.

TWO INFLUENCE TRACKS

In *Galileo Project's* world, people and technologies come from both Earth and the newly-settled Mars. To reflect this, the game board has two color-coded influence tracks down the middle.

As you gain influence from people cards, you track this by moving your marker down the blue Earth track or the pink Mars track.

The track your marker is on determines whether the people card you draw on a turn gives you resources or victory point bonuses. The track also governs which robots you can take from the supply, since they're all color coded to blue or pink.

Switching tracks costs money, so you want to do it carefully.

BRINGING IT ALL TOGETHER

Playing and winning at *Galileo Project* means taking a simple action while juggling multiple impacts, all while consistently moving toward your goals.

Do you have the influence to add another robot this round or do you need to take a person instead to boost your numbers? Is your influence on the right track to get the most value from the person? Do you take the person with the best influence or the one that gives you a resource toward purchasing new technology? And which of the four technologies gives you the most boost for your investment?

Each choice is small and simple, but taken together they drive the game in delightful and strategic ways.

VERDICT

Galileo Project delivers a richly themed experience, but there's so much more to this game than the theme itself. Under its flashy, well-made surface is a delicious collection of player options, choices, and impacts.

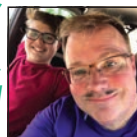
Despite the simple choice mechanics, the game delivers tremendous replayability. Every setup changes the technologies available, the functions of some game elements, and the options for getting bonus victory points. The random appearance of people and robots from their respective card decks adds even more to the replayability.

Functionally, the game's boards and pieces make playing a delightful experience. There's gorgeous quality in everything from the card stock to the wooden game pieces to the heavy custom poker chips. We especially loved the artwork on the people and robot cards. They brought the game's world to life.

We highly recommend *Galileo Project* for anyone who loves system-style games.

...

John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?

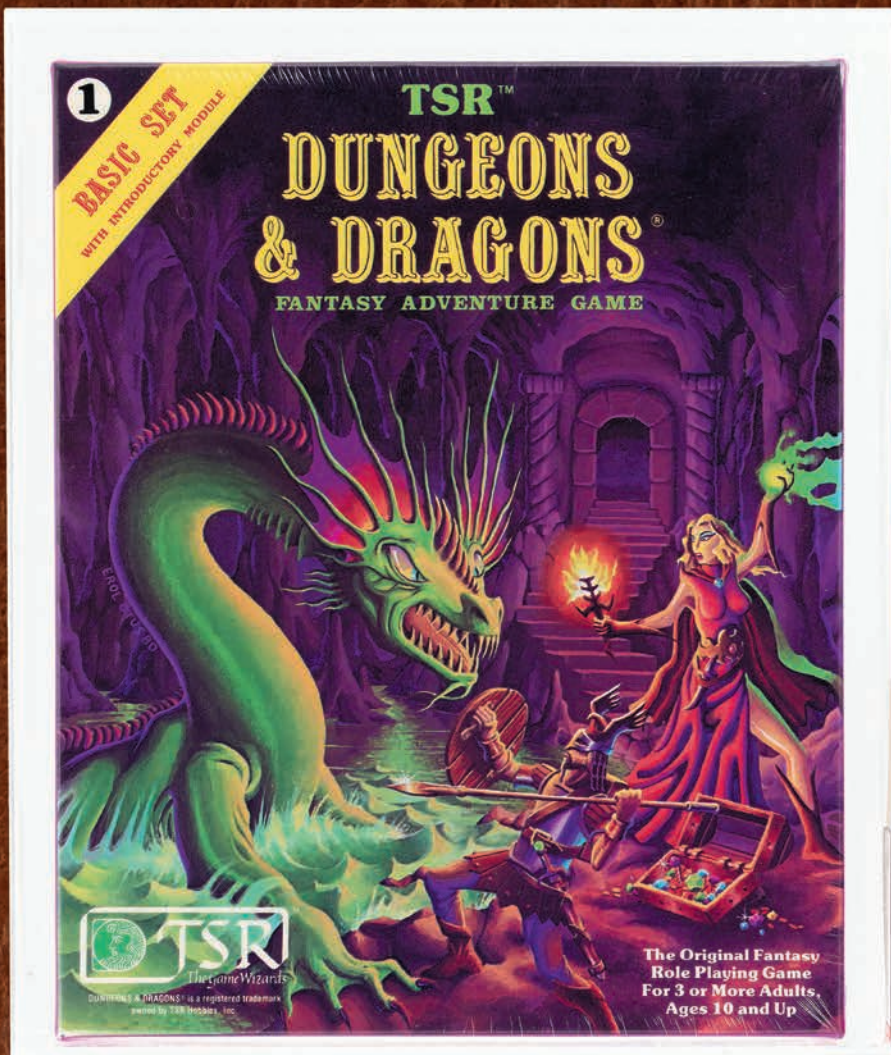


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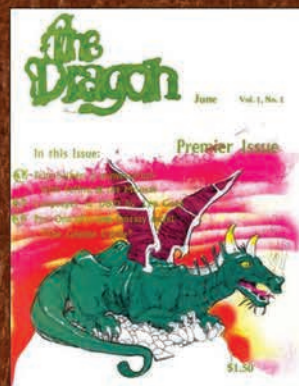
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MARVEL VILLAINOUS: TWISTED AMBITIONS (RVN 60002038)

From Ravensburger, reviewed by Brian Herman



12 & Up



2 – 3 Players



40 – 60 Minutes



\$29.99

Villainous initially was a property that caught my attention with a twist on the classic formula of IP-based games. Instead of playing the hero, you could play as the bad guy, scheming to your own ends. The core set was released almost 5 years ago, and the landscape has certainly changed, with Ravensburger branching out into both *Star Wars* and *Marvel Universes* with the beloved engine. The game is now no longer in its infancy, and is a fully fledged middle schooler on the playground. The latest *Marvel Release*, *Twisted Ambitions*, illustrates this perfectly; *Villainous* is hitting its stride and is showing no signs of slowing down anytime soon.

If you haven't played a *Villainous* release before now, here's the basic setup. Each player chooses a character with corresponding miniature, deck, and player board, set in front of them. Each character is a villain with its own agenda and win condition. Player decks are individually shuffled and set in front of each player, while each player's "Fate" deck in *Marvel: Villainous* is shuffled to a central pile in the center of the play area. Players then take turns moving within their domains and triggering actions on individual spaces to further wicked goals. Each villain character in *Twisted Ambitions* is well represented and competitive in their own way, and a delight to play again and again.

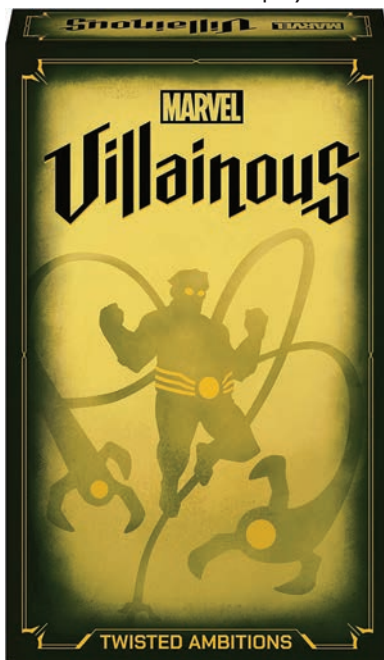


Are you the type of player that likes to resolve conflict head on, with brute force? If so, then Titanium is the character for you. Strong and independent, Titanium doesn't need allies in her domain unless you count her longtime partner and love of her life, the Absorbing Man. Titanium comes with a "Strength" tracker to be placed near her domain, increasing every time she takes a foe head on and vanquishes them, with or without any of her allies by lending her strength to the confrontation. Titanium wins the game when her "Strength" tracker maxes out and she takes on her nemesis, the sensational She-Hulk, proving who the mightiest woman is.

Perhaps instead of brute force, you are the type of player that likes to win through subtle machinations and manipulations. If so, then Doctor Octopus is the character you should choose. At the beginning of the game, six extra "Scheme" cards are shuffled

into Doctor Octopus' player deck. These list various conditions to complete them, such as having no Heroes in play in the domain or having every location filled with Items. At any point during the game if a player has fulfilled a drawn "Scheme" condition, the player may reveal it as a completed scheme as a free card and place it in the "Specialty" section within his domain. Doctor Octopus wins the game when five "Schemes" have been completed.

Or maybe, instead of strength or wit, your desire is to win through subtlety, proving you are the best version of you that exists. If so, look no further than Kang the Conqueror. When setting up the game, Kang shuffles 4 variants into both his and his opponent's decks. When one of these is drawn or revealed as the top card of a deck, it is immediately played to that player's domain at the location, providing some drawback there until it is dealt with. Kang's deck contains several "Robot Duplicate" allies he can trigger to send to other domains and conquer the variants, leaving a token behind to indicate he's conquered that location. Kang can then go visit another player's domain with his miniature and trigger actions there with several cards, preventing an opponent from moving there. Kang wins when 4 locations in opposing character's domains have been conquered.



Ravensburger has knocked my expectations out of the park with this one. Being a typical "expand alone" release, it can either be played solo or with any other *Marvel: Villainous* release. Each character here stands up well against each other, or when part of the larger universe against other villains like Thanos, Ultron, or Madam Masque. Each character, villain, and hero has a supreme commitment to authenticity, all of them "feeling" like themselves, which remains one of the top reasons I adore *Villainous*. When I can pit Titanium against Doctor Octopus in a scene right out of a comic book, I feel like I'm right there in the action and that's why I play this game.

...

Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's *Smash-Up*, *WizKid's HeroClix* line, as well as classics like *Settlers of Catan* and *Munchkin*.



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GAMES

GOBLIN VAULTS (TWK 4010)

From Thunderworks Games, reviewed by Whitney Grace

 14 & Up	 1 - 5 Players
 45 Minutes	 \$24.95

There is a lot of media out there to consume about prison life, and if I've learned anything it's that prisoners need to something in order to avoid the tedium. The more creative individuals invent games to liven up their limbo, which usually involve gambling with "prison currency" (conventionally, items like ramen seasoning packets and snack cakes) which can also influence a prisoner's status.

That's the premise of Thunderworks Games' *Goblin Vaults*, except with more fantastical elements. Players are imprisoned in the dank Kulbak Prison, where they play the namesake — a game of madness invented by a genius war strategist. They earn gears, the prison's currency, by hiding treasure in their vaults, betraying fellow inmates, and buying favor with the warden. Whoever stockpiles the most gears after nine rounds is the winner.

Goblin Vaults comes with 60 loot cards, one basic goal card, five reference cards, five faction cards, six suit goal cards, a score pad, 26 gear tokens, five faction tokens, and one player marker all packaged in box the thickness of an epic fantasy novel. There are two play modes: group and solitary. Setup is a bit involved, but thankfully there's a manual but keep it close, because you're going to need it.

First, randomly select one side of the basic goal card, then do the same with two suit goal cards. Place them side by side in the playing area. Next choose the number suits based on the number of players (i.e. 2-3 players requires four suits) and take note that two of the suits must match the pre-selected suit goal cards. Assemble the loot cards based on the suits, then shuffle them, and deal ten cards and one reference card to each player.

From the remaining loot deck, place three cards in the middle of the play area aka "the block." Select another card from the loot deck to be the warden card and place it above the block. Players are then randomly dealt a faction card along with the corresponding faction marker, then give each person three gear tokens from the supply. To begin the first game phase, players select one card from their hand, play it face up in front of them aka their vault. The honor of going first is given to the person who most resembles a goblin.

Players earn gears based on how their cards are poisoned in their vaults. The vault has four vertical chambers and three horizontal tiers. A card can be added to any chamber with an empty position. A card's identifying features must be visible at all times. Cards' strength is determined why their value and an advantage is given to any cards that are the same suit as the warden card.

Gameplay begins with the scheme phase, where the first player chooses a card from their hand, plays it to a card in the block, and then makes a bid by marking with their faction mark. The card with the highest strength on the block is the winning bid. The vault phase resolves bids from the scheme phase. During the vault phase, players determine who had the highest bid and add their respective cards to their vaults. A new card is placed on the block. The finale is the warden phase, where the first player can switch the warden card with any



card on the block. The three phases are repeated up to nine times, then gears are scored based on the position of cards in the vault, matching faction cards, and what matches the goal cards. Whoever has the most gears is the winner.

Goblin Vaults's gameplay is as complex as a high fantasy plot line. It took my fellow players and I several rounds of manual reading and rule discussion to interpret vault setup and proper accounting of the gears, so take your time and read carefully — especially if your playstyle is to "jump right in."

I'd advise playing the solitary version first to better understand *Goblin Vaults*'s dynamics. While the solitary version will allow you to practice the rules, it also helps you gain the upper hand when you play in a group. Every advantage will count in Kulbak Prison!

Maybe the game's in-depth rules are the entire point. In a real-life prison, there are unofficial rules and a hierarchy that must be respected. Misinterpreting them means you could lose your status, privileges, and more. If you don't follow the rules in *Goblin Vaults*, you lose gears and your street cred amongst your crew. On second thought, it's not street cred — it's **gamer** cred among your tabletop group!

However, with some shrewd planning and clever strategy, you'll come out on top in *Goblin Vaults*!

...

Whitney Grace is a professional writer, pop culture historian, podcaster, and game creator. She was kicked out of her first D&D group because she didn't take the game seriously. Her roommate is an oversized, loud-mouthed kiwi bird.





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SHADOWGATE (TOT SGB01)

From Trick Or Treat Studios, reviewed by Thomas Riccardi

 14 & Up	 2 - 4 Players
 60 Minutes	 \$ 59.95

The 80's had a lot of great things going for it: the music, movies, and — of course — games in all spectrums from tabletop to arcade, and even computer games. One of the most notable games, released by a company called Mindscape, was Shadowgate.

Shadowgate became so popular that it was released onto a multitude of formats, platforms, even getting a release on the Nintendo Entertainment System! Now the folks at Trick or Treat studios have released a board game set in the same universe. Welcome to *Shadowgate, the Living Castle*!

Before starting the game, everyone needs to decide on what mode is being played. There are three modes, ranging from Beginner (useful in knowing how the game is played), Standard (allowing for two cards to be drawn at the beginning and playing any character of their choice) and Competition (start with no items and if you acquire five death cards you are eliminated from play.) From there, setting up the game is fairly standard: the gameboard goes in the middle of the table, and there are various token piles that deal with trait bonuses, curses, magic, and characters. Next players shuffle cards from the quest deck, energy, death, staff item, puzzle item, item and riddle cards all face down. Each player selects which one out of the eight characters pulled straight from the games / novels they would like to play as. Will you choose the original Jair Cuthegar from the original *Shadowgate*, along with Lakmir the Timeless. There are also four characters from *Quests of Shadowgate* game and another two from the novel *Beyond Shadowgate*. Each of these characters has a variety of strengths and abilities that are going to be useful within the Living Castle.

The game is broken up into a series of phases; however, before the start of the first phase each player will draw two item cards for their inventory (unless playing competition mode). The phases are:
Equip phase: This phase is reserved for swapping items either into your inventory or equipping them to your character. If you manage to equip items in all three of your inventory slots, then you can flip your character token to the fully equipped side (which is useful in other rounds).

Action Phase: In this phase characters can use various abilities, item cards that are either in your inventory or equipped, or you may answer a Djinn riddle. The character abilities are located on your card and there are two versions of them (standard and fully equipped). To use

an item card players must follow the instructions on the card (but be warned that some of these cards will discard as they are played). You can also choose to answer a Djinn riddle by using a corresponding item from your inventory and, if completed, move that card to the completed quests area. Finally, players may use this turn to trade with others; however, only one trade can be done between players per turn, so choose wisely!

Quest Phase: This is to resolve the quests within the game, and there are four types: event cards that generate an effect in play, standard quests that provide xp, puzzle quests that can only be completed by certain items, and monster quests that require you to vanquish a monster to succeed. Each of the requirements for the quests are located on the card including the penalty if you should fail the quest. You must also discard any of the items that are required by some of these quest cards in order to complete the quest.

Resolve Phase: This is used for answering the Djinn riddles or using item cards in your inventory.

End Phase: Refill any empty quest phases from the quest deck or if you deal an event card you follow up on the instructions on the card. Move the torch tracker to the next space and get ready to start another turn.

Once all the conditions are met then the players can undergo the final quest and move the torch marker to the "50" spot of the boss life track. Once this part of the game is reached the quest phase will now turn into the *attack* phase as players attempt to defeat this boss. This continues until either all players are defeated, or the boss's life counter reaches zero. After this, players add up all their XP from quests and subtracts 5 XP for each death card and whoever has the most is crowned the new High Lord of Westland!

If you have played the classic Shadowgate games and want to experience even more adventures then you need to pick up *Shadowgate, the Living Castle*. For more information on this and other games head over

to <https://trickortreatstudios.com/collections/games> and get ready to explore the Living Castle.

...

When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.





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DISNEY ANIMATED (FNK 69973)

From Funko Games, reviewed by Marc Aquino

 10 & Up	 2 - 4 Players
 40 - 80 Minutes	 \$34.99

In the *Disney Animated* cooperative board game, players each select one of five movies from *Snow White and the Seven Dwarves*, *Fantasia*, *Alice in Wonderland*, *101 Dalmations*, and *Aladdin*. All players must work together to complete their movies by the deadline. As expected, the villains are not eager for the movies to be finished and will take away resources and advance the deadline. If everyone finishes their movies in time, the players win; if not, there's always next game!

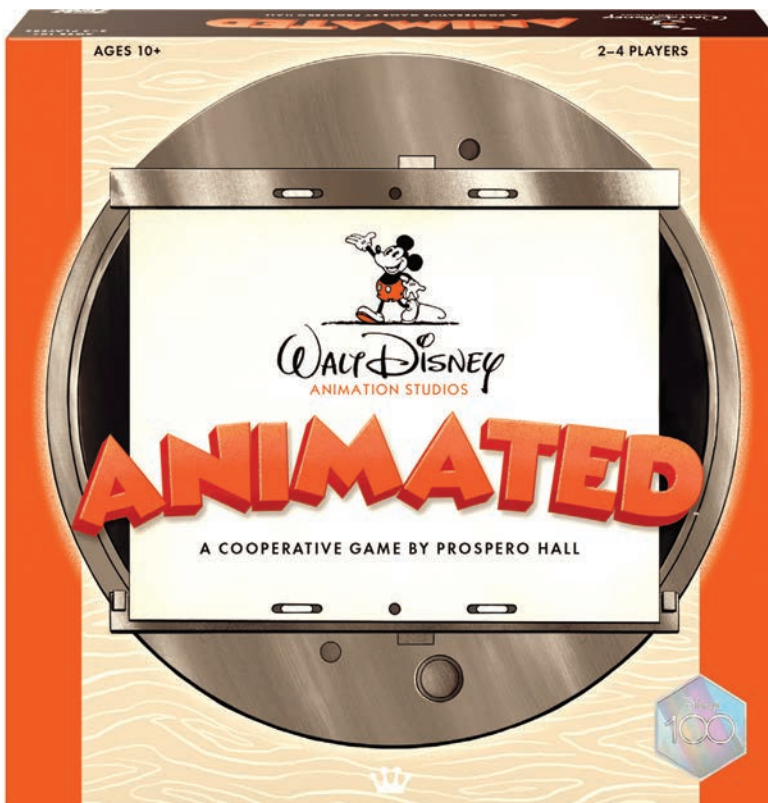
Each movie comes with a jigsaw puzzle-esque Background board with pieces to fill in, an action board, 3 Character Cel cards, 5 Calamity cards, a Villain tile, and various tokens, all specific to that movie. The Background board is separated into three sections, and once a section is complete, you can spend Paint and Ink tokens to play the appropriate Character Cel card into that section, which will then allow you to activate its special power by discarding the appropriate Animation card. Once all of your Background is complete and your characters have been placed, you may then work to meet the condition to put your villain in the movie.

Everyone's calamity cards and villain tiles are shuffled into a common Calamity deck and Villain stack. The number of Calamities you start with depends on the number of players and difficulty level you wish to use. Each round is broken down into the Player Phase and the Villain Phase. During the Player Phase, each player takes a turn selecting an Action tile to perform its action. The tiles are initially dealt randomly under slots numbered 1 — 5, which reflect how strong the action is when you select it, 1 being the weakest and 5 being the strongest. After performing the action, the selected tile is moved to the 1 slot and the other tiles are shifted to fill in the gap. After that, players may activate the special powers of any character cel cards they have placed and can meet the requirements, usually discarding an Animation card or Ink and Paint token, to remove a calamity.

More on Action tiles: the five possible actions are:

- Animation: this tile allows players to draw Animation cards, which are used to deal with Calamities and activate Character Cel powers
- Background: this tile allows players to place pieces into the Background board

- Ink and Paint: this tile allows players to select Ink and Paint tokens, which are used to deal with Calamities and place Character Cels onto their completed Background board section
- Sound: each player has a unique Sound ability tied to their movie that allows them to place their tokens, which give players special bonuses. The tokens are often needed for the final step of placing the villain in the movie.



Once each Player has taken a turn, it's time to refer to the top tile in the villain stack for the Villain Phase. First, the deadline token is advanced one. Then for each calamity that the players were unable to deal with, the villain will trigger an action that could cost the players resources or even advance the deadline token. Finally, the Villain is placed to the bottom of the deck and the Calamity cards are refreshed for the next round. Play continue till the deadline token reaches the deadline, then players have one more round to try to complete their movies.

Disney Animated is a solid game experience that perfectly integrates the Disney movie licenses. The Prospero Hall design team is no stranger to the Disney franchise or asymmetrical player roles, and this comes together nicely in a game that anyone can enjoy,

regardless of how vested they are in the movies in the game. The game comes with tons of components, including wooden tokens and translucent Character Cel cards. The ability to adjust the number of calamities per round allows players to make the game as easy or as difficult as they want, and the player rules cards and text on the components make it easy to remember what you can do — and not do — each turn. Players will really need to work together well to complete their movies in time and plan ahead for who will be selecting which actions on their turn. Don't leave a player behind — it doesn't matter if you finish your movie early if someone else is struggling to complete theirs in time!

I had the opportunity to play the game multiple times at 2, 3, and 4 players and it was a blast every time. I would love to see expansions for *The Little Mermaid* and *Beauty and the Beast*. If you're a Disney fan or know someone who is, or you're looking for a nice cooperative game for the family, I'd recommend you give this a try.

...

Marc Aquino is a long-time gamer and Disney fan. When he's not writing game reviews for Game Trade Magazine, ballroom dancing, or singing karaoke, he spends his time working as the VP of Sales for Alliance Game Distributors.

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Ravensburger



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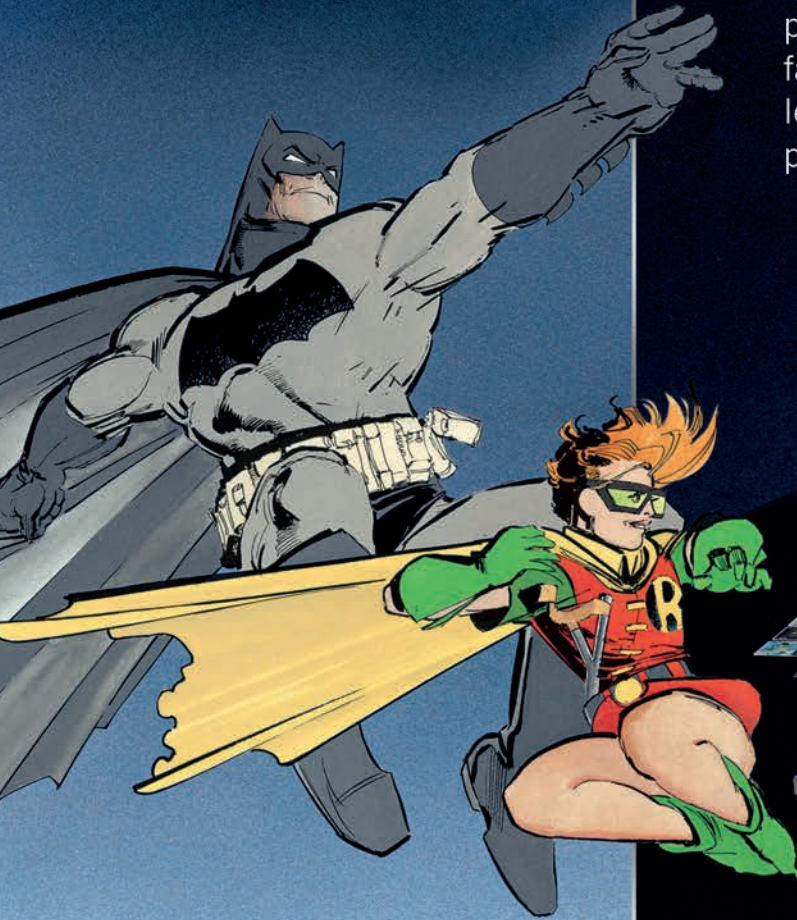




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1-6 players



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ALIENS11
\$70



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